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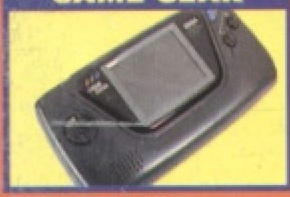
STREET FIGHTER II
AWESOME EIGHT PAGE PREVIEW!

MEGADRIVE
- ULTIMATE SOCCER
- ROCKET KNIGHT ADVENTURES
- POPULOUS II

MEGA-CD
- THUNDERHAWK
- SILPHEED
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MASTER SYSTEM

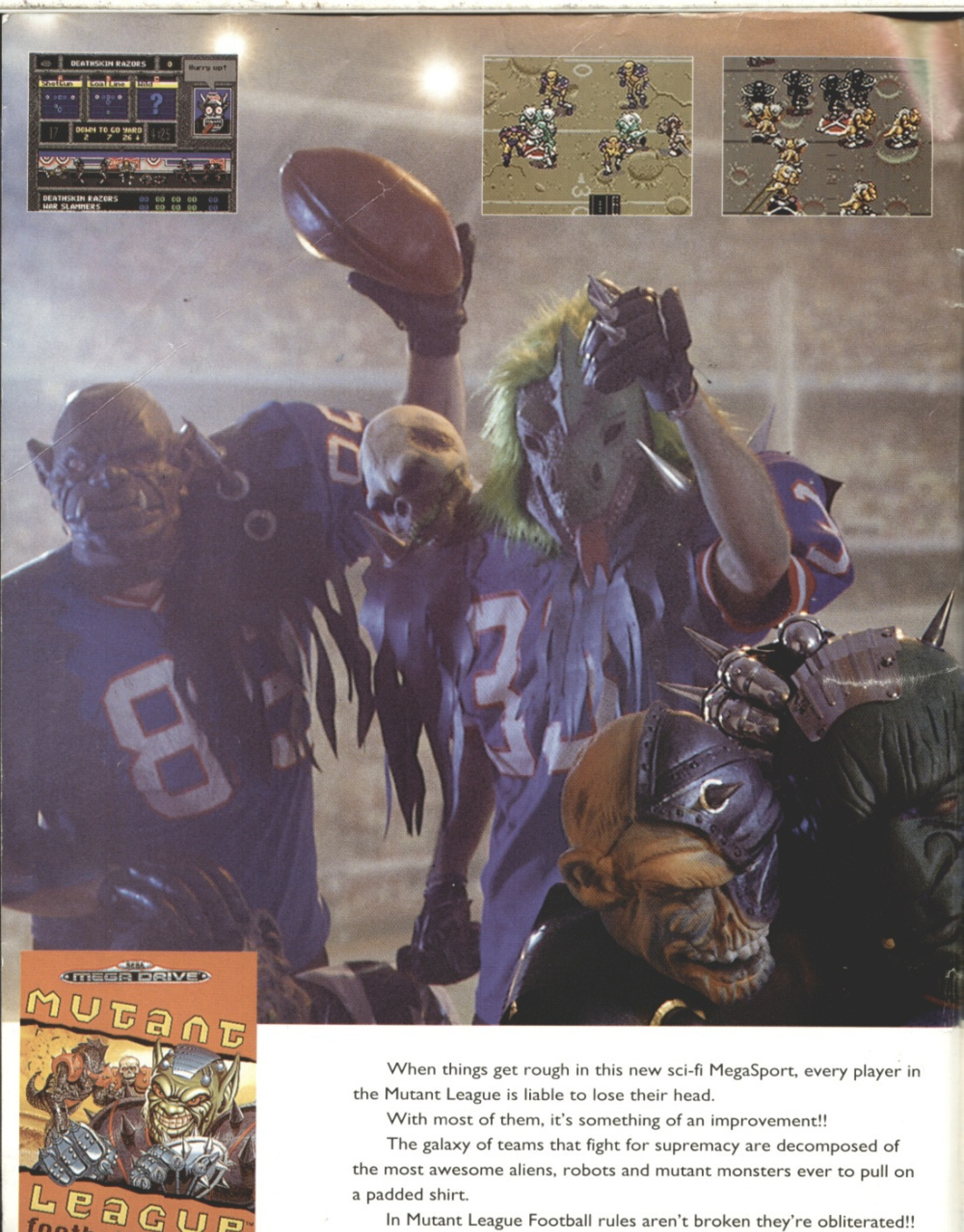

- WWF STEEL CAGE CHALLENGE
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DEATHSKIN RAZORS
Hurry up?
DOWN TO GO YARD
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MEGA DRIVE
MUTANT LEAGUE
football
When things get rough in this new sci-fi MegaSport, every player in the Mutant League is liable to lose their head.
With most of them, it's something of an improvement!!
The galaxy of teams that fight for supremacy are decomposed of the most awesome aliens, robots and mutant monsters ever to pull on a padded shirt.
In Mutant League Football rules aren't broken they're obliterated!!

CONTE

COVER STORY

Wahay! Once again, MEAN MACHINES has stunned the entire world with an awesome Street Fighter II exclusive — an enormous eight page feature, with loads of pics from the Megadrive game AND some stunning designers' sketches straight from Capcom!



▲ Street Fighter II: check it out!

FEATURES

Another MEAN MACHINES EXCLUSIVE! We unveil perhaps the greatest Mega-CD game ever conceived, Core Design's stunning Thunderhawk!

Sega have released a whole load of cheapo games — we sort out the good from the sad.

PREVIEWS

REVIEWS-MEGADRIVE

EXCLUSIVE!

Check it out! The first Megadrive game to use the official Sega four-player tap! What's more, it's amazing!



▲ J League Soccer — it's fab!



▼ Mazin Wars: reviewed inside!

EXCLUSIVE!

The environmentally sound cartoon dude strikes on the Megadrive — is it any good, or is it a pig-eyed sack of horse manure? Find out in the EXCLUSIVE review!

EXCLUSIVE!

Check out the most awesome shoot 'em up since Jungle Strike! Ranger-X is fast, smooth, playable AND it's got the most enormous explosions ever!

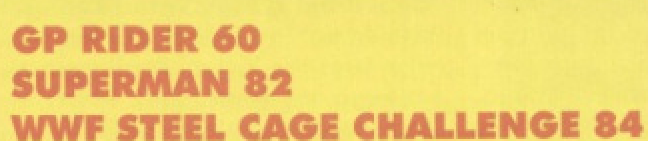


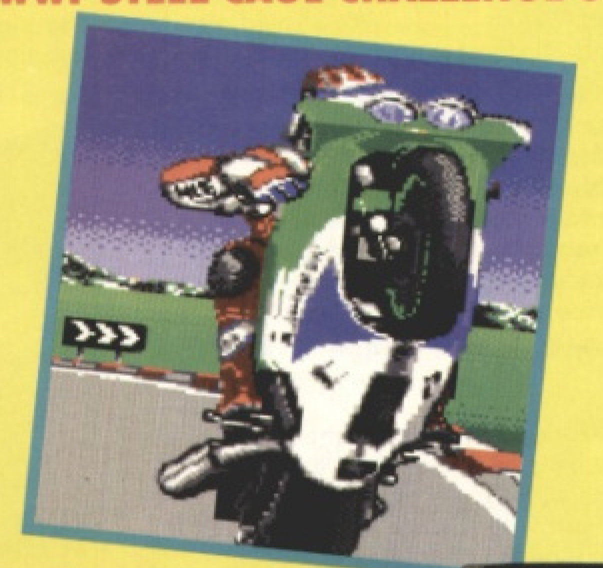




▲ *Ranger X — perhaps the greatest blaster since Jungle Strike.*

MASTER SYSTEM





GAME GEAR

MEGA-CD



▲ *Time Gal's looking good on official UK release!*

REGULARS

WHODUNNIT

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OFFICE PHRASEOLOGY IV
"CHEESE BARON"
Yet another in a long line of office phrases derived from the warped linguistic genius that is (apparently) NMS' Gary Harrod. We haven't actually been able to fathom exactly what a "cheese baron" is, but apparently if you are one, that's not very good. Or something.

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COMPETITION RULES
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FINAL BIT
Well, here I am, sitting at Tom's Mac typing all this in, hoping that my passport is going to arrive soon! No passport means no CES Show — aiieeeee! In the meantime, I guess I'd better get around to checking the rest of the is page! Byeeeee.



THE BEST IS YET TO BE

Next month, I'll be jetting off to the Chicago CES Show to see what new Sega gear is coming our way for the Christmas period. I expect to see a lot of truly amazing stuff.

For a start, we should get our first look at Virtua Racing on the Megadrive! This potentially mega game is the first Megadrive title to use Sega's equivalent of the Super FX chip — an extra piece of circuitry that enables the Megadrive to process 3D polygons at high speed. The word on the street is that's about 100 times faster than the Super NES chip! If this is true, Virtua Racing should be one to look out for. It also uses the Virtual Reality glasses Sega are developing, which look very interesting indeed.

We should also be getting a look at some of the most stunning Sega gear ever, including Sonic the Hedgehog III (hopefully!), Streets of Rage III and Toe Jam and Earl II! And that's just the tip of the iceberg. Look out for the exclusive mega CES Show report in next month's MEAN MACHINES! It's gonna be hot...

RICH LEADBETTER

A HOT DATE

If you've got last month's MEAN MACHINES, you'll notice that the cover date is May, 1993. This month's is July! Why? Well, for some reason the management have declared that we MUST move on a month. Next month's issue will be August. Okay?

TA!

A big "ta!" to Advance Console Entertainment of London for lending us J League Soccer. Call them on 071 439 1185. Also, this month, a special round of applause to the Tottenham Court Road Computer Exchange for lending us Amazing Tennis and Chester Cheetah. Call 071 388 2613!

GIFT BONANZA

This month MEAN MACHINES has pulled out all the stops in brining you some rather amazing FREE gifts! You've probably already had a good look at the fab Panini cards attached to the front of this issue, worth 40p in the shops! There are also four more exclusive Mega-CD collectors cards inside PLUS a free sample of the forthcoming Sonic comic from Fleetway!.

GET BUSY

We've got loads of editorial-sized prizes in the MEAN MACHINES vaults for the most interesting pics and stories you lot have got to tell us. Be it pictures for Insults Corner (which IS returning next month, honest!) or tall stories, or crashed cars or... whatever! We don't mind. Send it in, and you might be lucky enough to get a lovely prize. Hurrah!



TIN MACHINE

As you can see, in this issue we've GIVEN AWAY four more exclusive Mega-CD collectors card, to go alongside the smart Mega-CD Metal Box and Card Set we gave away last month. However, if by some bizarre set of circumstances you haven't got a tin (where we you last month?), we've still a fair amount left in the MEAN MACHINES vault. If you want to own this luxury designer collectors' item metal box, send away £1.00 (to cover postage and packing) to MEGA-CD CAN OFFER, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember, as well as the topper tin, you'll also receive the first six Mega-CD collectors cards! A bargain! If you haven't got the tin, send away for it — NOW!

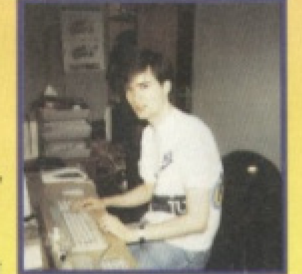
ORIAL

JULIAN "WELCOME, FRIEND" RIGNALL



"I once had a ridiculous black velvet jacket thrust upon me," admits the man with more skeletons in his wardrobe than Dennis Nilsen. "But it wasn't just a black velvet jacket — it had huge, rounded purple wing lapels and enormous purple velvet side patch pockets too. Fortunately, everyone thought I was the presenter of TV's World of the Strange, and constantly gave me crystal skulls, Egyptian batteries and ectoplasm. Yaroonks!"
CURRENT FAVE GAMES: STREET FIGHTER 2 —CHAMPIONSHIP EDITION, J LEAGUE FOOTBALL, PGA TOUR 2, MONKEY ISLAND 2

RICHARD "JUMPER ROUND" LEADBETTER



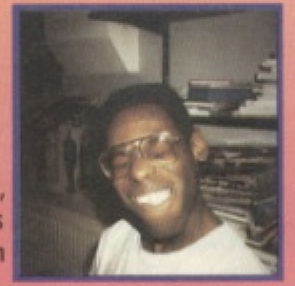
"I'd obviously unbeknowingly insulted one of my relatives," admits Rich "As one Christmas they presented me with this itchy, fuzzy, sack-shaped green and black jumper. I really couldn't find it within myself to even try it on, and not even the custom of wearing your present, no matter how grotty, when the appropriate relative comes round could force me into the task. Mind you, the family feud is apparently dying down now, so maybe I'll stop finding horses' heads on my pillow."
CURRENT FAVE GAMES: STREET FIGHTER 2 — CHAMPIONSHIP EDITION, RANGER X, JUNGLE STRIKE

LUCY "STOP IN THE NAME OF DIOR" HICKMAN



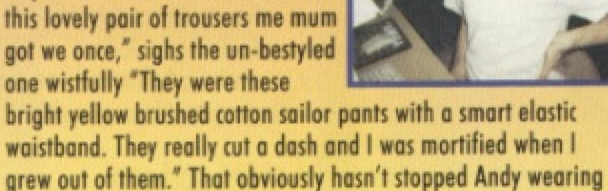
Where does one begin describing Lucy's infamous, nay, renowned — 'Black Jeans With The Bullet Holes And Green Flashes'? Far from being hip ragga-style jeans, Lucy's favourite item of denim is, shall we say, peculiar to say the least. Imagine, if you will, a perfectly good pair of black jeans that have been shot countless times and have had the thigh bits mercilessly slashed. Still with us? Then imagine some old lady in 'Fashions 'R' Us' sewing bits of lurid green denim underneath to make said holes stand out more, you'll know just how bad they are. 'They're great — you lot just have no style', she protests. Hmmm!
CURRENT FAVE GAMES:STREET FIGHTER 2 —CHAMPIONSHIP EDITION, MICRO MACHINES

OZ "POUNDSTRETCHER" BROWNE



"My family all have really good taste and have never bought me anything unfashionable," says Oz, swaggering in on his 8" platforms with goldfish swimming around in the water-filled glass soles. "I mean, just look at this great piano tie, and it's really hard to get hold of hip-length red leather waistcoats now. And feel the quality of these cuff ruffles. Yeah, I come from a hip lineage alright." that's right Oz, you surely do.
CURRENT FAVE GAMES: STREET FIGHTER 2 —CHAMPIONSHIP EDITION, JUNGLE STRIKE, STREETS OF RAGE 2

ANDY "SWINGING CAT" MCVITTIE



We had to trick Andy into telling us his favourite ever item of clothing to get to the bottom of his involuntary fashion mistakes. "I remember this lovely pair of trousers me mum got we once," sighs the un-bestyled one wistfully "They were these bright yellow brushed cotton sailor pants with a smart elastic waistband. They really cut a dash and I was mortified when I grew out of them." That obviously hasn't stopped Andy wearing them, though.
CURRENT FAVE GAMES:STREET FIGHTER 2 —CHAMPIONSHIP EDITION, MICRO MACHINES, MEGA LO MANIA

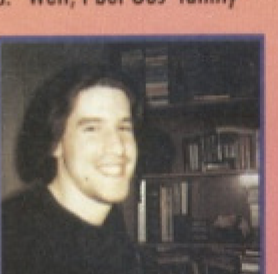
RADION "NOT MUCH CHANGE, REALLY" AUTOMATIC

"The worst stuff anyone bought me was this brace of fluorescent cardies my mum picked up," recoils Rad. "One was red, the other was blue and they were both horrific. They had these horrible flared lapels and wing collars, plus that horrible woolly design old blokes have on their cricket sweaters all over them. I had to wear them all summer whatever the weather. This year I've got a much smarter navy one." Erm, quite.
CURRENT FAVE GAMES:STREET FIGHTER 2 —CHAMPIONSHIP EDITION, MICRO MACHINES

ANGUS "WHY I OUGHTA..." SWAN

"I honestly can't talk about my worst fashion "gift", because I mentioned it once before and my mum got all upset." Oh go on, Gus, off the record, promise we won't print it, we're just curious. "Well, it was this shameful tufty blue velour V-neck jumper with these thin pinstripes of red and white running across it. Thoughts of that sweater still keep me awake at nights." Well, I bet Gus' family skip this part of the mag anyway.
CURRENT FAVE GAMES:SHINING FORCE

PAUL "DUDE LOOKS LIKE A LADY" DAVIES

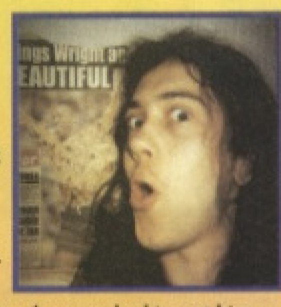


The Taste Police are always being called to the house of our lovable writer. Not for crimes of fashion, mind you, but for matters far more hairy! Paul has actually been pulled in many times for being in possession of an dangerous haircut! In fact the flyaway mop that masquerades as Paul's hair has been the source of much confusion in the past. "I saw someone walking down the road and thought it was a girl," confesses NMS' Steve Merrett ."Imagine my horror when it turned out to be Paul! — Not that I fancied him or anything," he adds hastily. Honestly, you just can't tell the difference these days, eh readers?
CURRENT FAVE GAMES:SHINING FORCE, STREET FIGHTER 2

DAVE "POSH GIT" KELSALL

"The worst gear I ever had bought for me was the uniform I had at prep school" announces Dave in his well-cultivated tones. "Most people hate wearing their uniform, but ours was even worse, a sickly green blazer, flared grey trousers, a green and red cape and sandals worn with grey socks. I looked like a cross between Little Lord Fauntleroy and Robin out of Batman." Nowadays Dave prefers to wear a cape more in line with the general colour scheme and one that matches his servants.
CURRENT FAVE GAMES:TINY TOONS, DORAEMON

TOM "STEVIE" COX



"My worse piece of clothing has got to be the one that I have no choice but to wear for the next five weeks," says Tom. He is, of course, referring to the sling that supports his freshly-broken arm. According to Tom, he got it fighting with a gang of youths who were looking at him funny. However, we at MEAN MACHINES can exclusively reveal that Tom did in fact get it by tripping over his bootlaces during a game of football. "Mum wasn't around and none of the big lads would help me with them," he confesses, shamefacedly.
CURRENT FAVE GAMES:J LEAGUE FOOTBALL, SUPER CASUALTY DEPARTMENT

FRASER "COMRADE" GRAY

"The only regrettable fashion incident thay springs to my mind is the time I bought a pair of Soviet jeans." begins fashion priest, Fraser. "Apparently I shouldn't have bought Russian jeans," says he. 'Why is that?' we cry apprehensively. "Well, because Chernobyl fall out!" he answers. Groan.



CURRENT FAVE GAMES:RANGER X





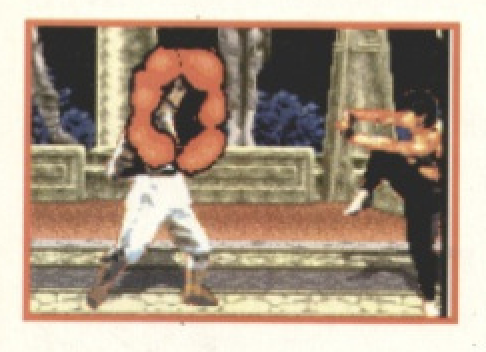
MORTAL

Have a drool over the first stonking pictures of Acclaim's Mortal Kombat on the Megadrive — converted from the gory arcade smash which knocked Street Fighter II off the top spot (until Champion Edition came out).

As you can see, developers Probe Software have made a pretty good job of transferring the enormous sprites, which are actually digitised from film, onto the 16-meg cart and from what we've seen so far they've managed to pack most, if not all, of the special moves in there as well.

The game's storyline centres around the Shaolin martial arts tournament which was once fought for honour and glory but is now run by the evil demon Shang Tsung who wants not only victory over, but the very souls of the combatants.

Naturally all players have their own styles and special moves but hard luck for you sicko gits out there who are rubbing your hands in glee at the thought of one of the most violent, gory arcade game ever being just as pukesome on the Megadrive — it's been toned down but you still have cheerful scenes of hearts being ripped out, major decapitation antics and bodies impaled on spikes. Watch out for more exciting updates in future issues of MEAN MACHINES SEGA!









SMALL SCREEN KOMBAT

If you think the Megadrive version of Mortal Kombat is looking scrumptious, just feast your eyes on the Game Gear version. Like what you see? Well so you should because we can honestly say from what we've seen so far, this is set to become the best Game Gear beat 'em up ever.

The plot's the same as the Megadrive version — the Shaolin martial arts tournament where top fighters, all with their own special moves, fight for their lives and souls.

That's all fair enough, but when was the last time you saw a Game Gear game looking this good (definitely on a par with the Megadrive version)? It includes full screen digitised sprites and unheard of speeds for the baby screen.

These pictures show a fairly early version of the game — the finished product is set to have most, if not all the backgrounds and special moves from the arcade including the final showdowns against the inhuman Goro, a huge, four-armed half-dragon then Shang Tsung himself. We'll bring you further updates of this as soon as we get them — Game Gear owners can't afford to miss it!



KOMBAT





▲Never let it be said that Sub Zero hasn't got a head for figures!





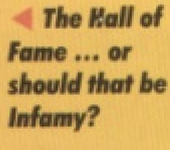


▲, I can stand on my head I bet you can't, nancy boy!

◀ Roll up, roll up for a good dose of death!

- NEW GAME
- BY ACCLAIM
- MEGADRIVE





◀ The Hall of Fame … or should that be Infamy?

▼I wannabe a windmill!

◀ Give us yer 'at, oh go on, you look a complete plonker in it any-way.



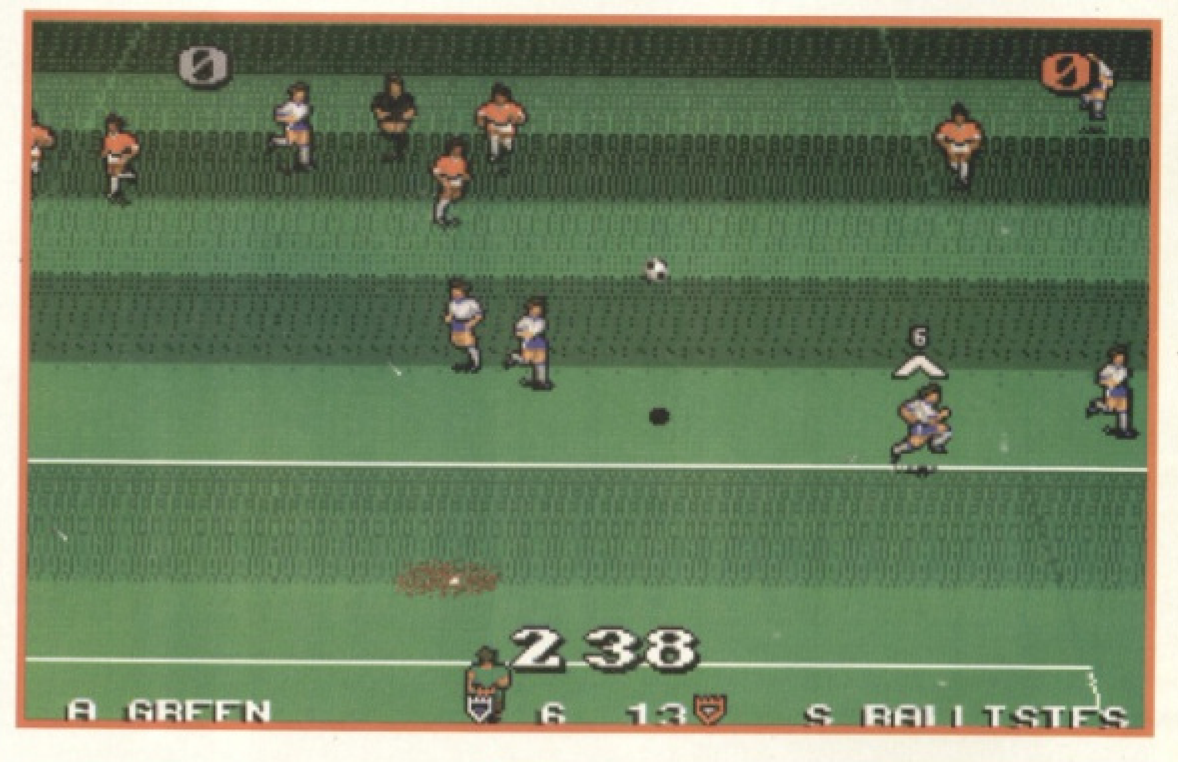


▲Now you see me, now you don't!

- NEW GAME
- BY ACCLAIM
- GAME GEAR

ULTIMATE S

Footie fans look sharp because coming onto all Sega systems this summer is a completely fab new soccer sim from Rage Software — Ultimate Soccer, and it looks like the game's going to live up to the name. Based on Striker, the highly raved about Amiga game, Ultimate Soccer takes the essence of Britain's favourite sport and squelches it, with effortless success, into an 8-meg Megadrive extravaganza.
From what we've seen of the 16-bit version so far, it's fast with superb control method and more options than you can fit in a bin bag. And the 8-bit versions are looking pretty smart too — still very playable but with a few less options (naturally). We'll be bringing you the full run down on all three versions in the very near future and letting you in on whether it's an even better buy than Super Kick Off — if you're a footie freak you can't afford to miss it.

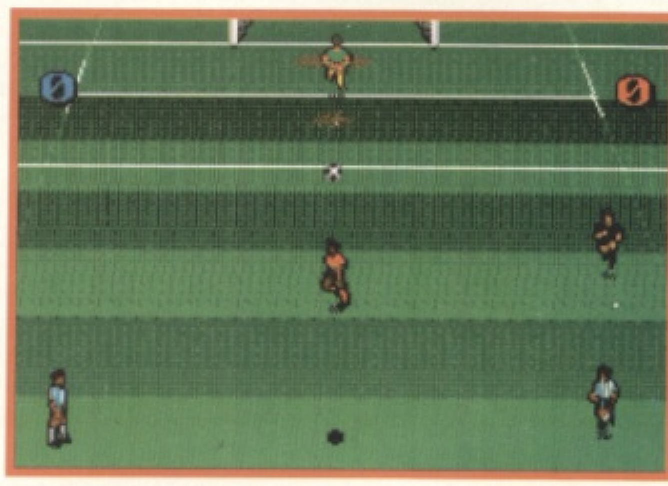




▲*It's a game of two halves, at the end of the day it's whoever scores the most goals etc, etc!*

PIECES OF EIGHT

Ultimate Soccer will be one of the first EIGHT simultaneous player games as soon as the Segatap hits this country.
As reported in the last issue, the Segatap is a four-player adapter from Sega where you can play four players with two players on each team. So as soon as that comes out you can play with seven (yes — SEVEN — by using two taps!) pals and never be accused of being an anti-social little git ever again. Phew!



▲*Oy, give me back my ball!*

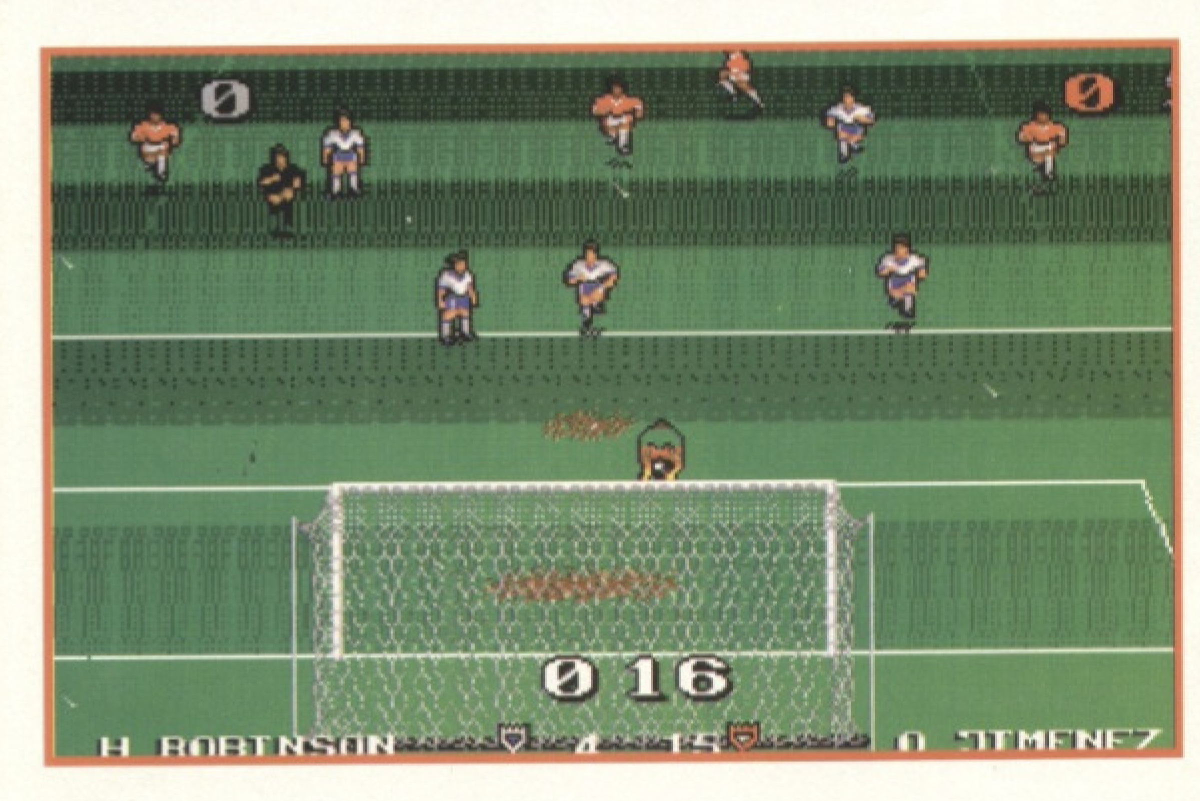
- NEW GAME
- BY RAGE
- ALL FORMATS



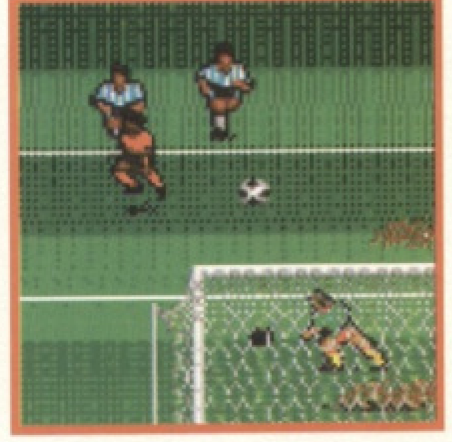
OPTIONS GALORE

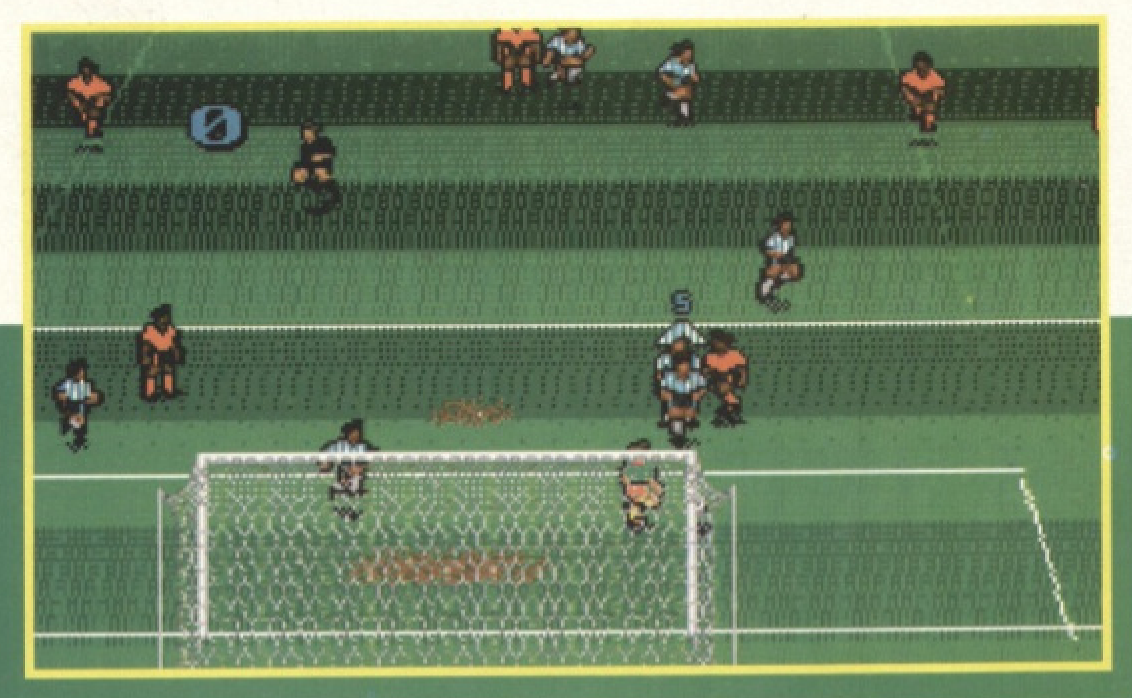
Ultimate Soccer has an absolute stack of options — anything you'd want to change about the game you can do if it tickles your fancy. There are 64 different teams, adjustable pitch angle and surfaces, action replays, six- or 11-a-side, 3D viewpoint, changeable weather, cup or league matches, penalty shoot-out mode... the list is endless. One of the best features (in the world according to Lucy) is the way a foul turns nasty and an all-out scrap which results in the ref sending off all and sundry. Hurrah!

SOCCER

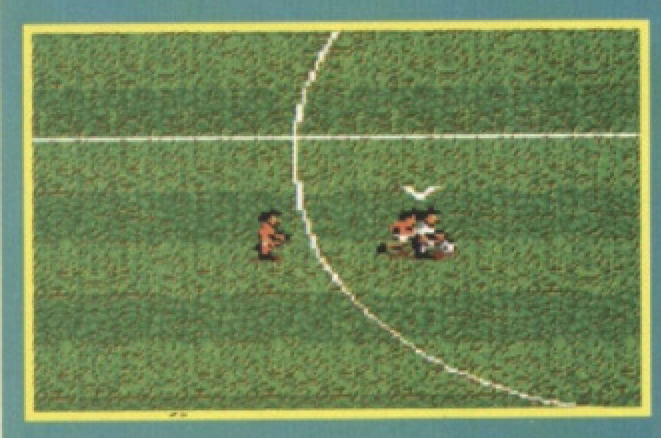








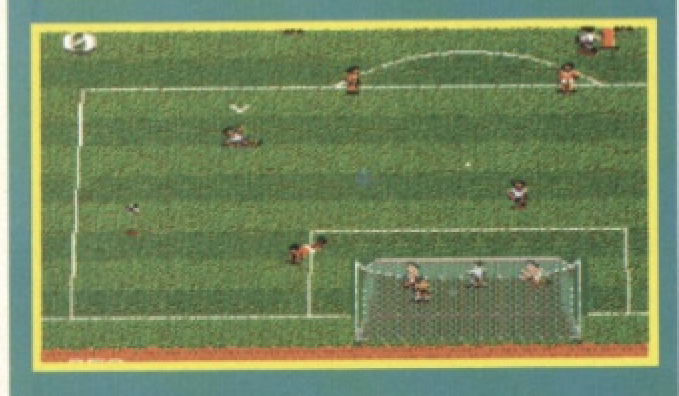
MASTER SYSTEM SHOTS

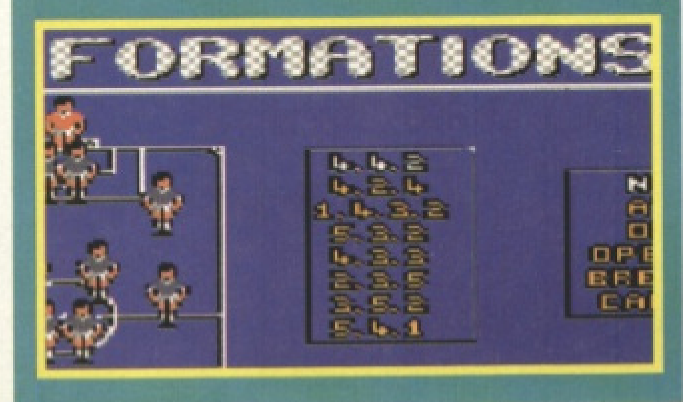


▲*And he's coming up from behind and... yes he's, going for the ball, ooh I say, quite remarkable!*





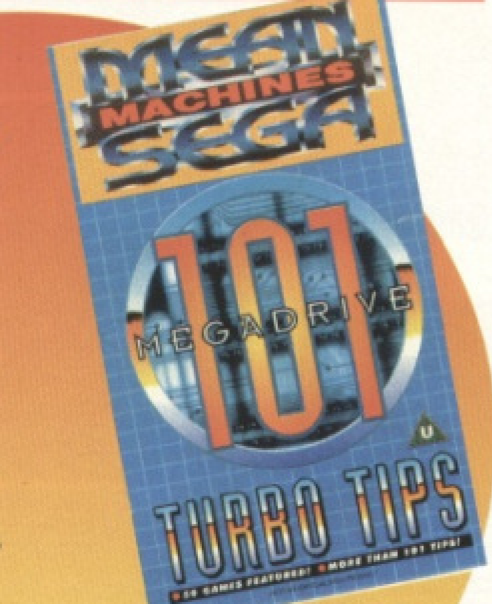




VIDEO NICETIES

Keep your eyes pealed for the hottest Sega video ever to hit this universe — more than 100 tips on the 50 greatest Megadrive games ever in an hour's worth of action-packed video entertainment.

The 60 minute hints and tips video was compiled by your very own MEAN MACHINES SEGA team (so you know it's going to be tops, straight away) and loads of hard cash was spent to ensure tip top, state of the art quality. Available from June 7 from all good retailers, costing £7.99, it's something any self-respecting Sega games player can't afford to miss!



▲It's big, it's brill and for any Sega freak it's an absolute must-buy!

- NEW VIDEO
- BY MEAN MACHINES
- MEGADRIVE

SPIN THAT DIAL

The Japanese press is giving much coverage to a bizarre-looking, new Mega-CD title at the moment. Curious, MEAN MACHINES have taken a look for ourselves and, boy, is it strange! Hilarious, but unsettlingly weird. Called Switch, it is an interactive cartoon that follows the mission of a character who is, in a round about fashion, preserving sixteen of the world's most famous monuments. The title 'Switch' is doubtless derived from the fact that the central character goes through life by pressing buttons. Presented as a succession of over 1500 visual gags, Switch and his pet dog are relentlessly subjected to the kind of circumstances usually found in Terry Gilliam's infamous Monty Python sketches.

We doubt that this title is ever to grace the Mega-CD over here — some of the gags are pretty disgraceful — but, then, who knows? Sega may well see their way to furthering their avant garde reputation and bring it to the UK. Needless to say, Switch has stolen everybody in the office from their work and it looks as though Rich's trusty slipper will see the light of day before anyone agrees to resume any state of normality. Look out for the review soon!



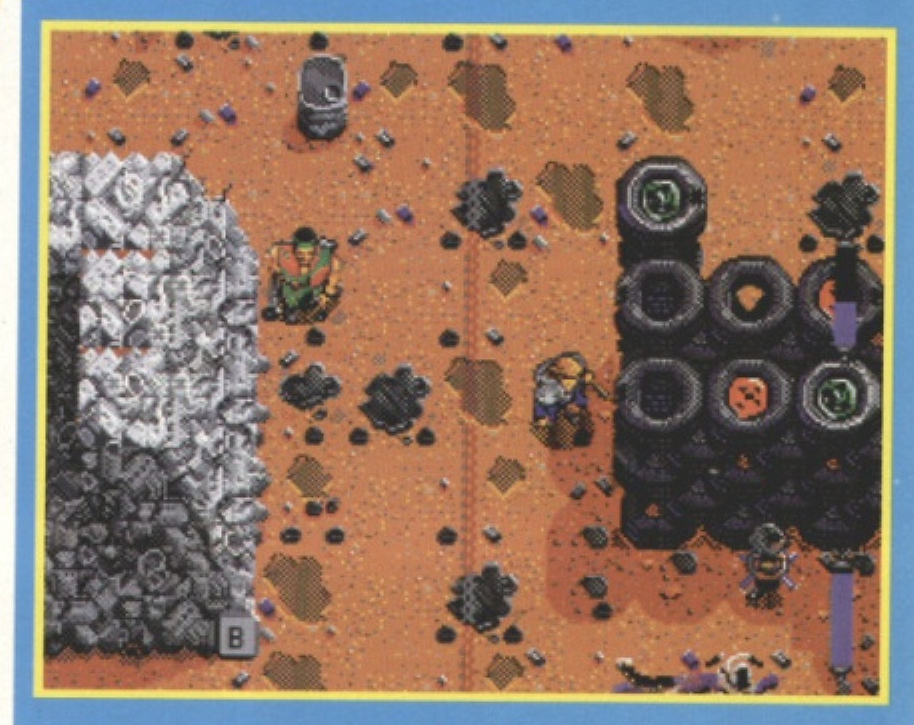
- NEW GAME
- BY SEGA
- MEGA-CD

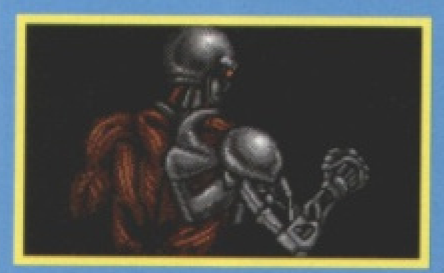
TECHNO! TECHNO! TECHNO! TECHNO!

Powerful magic meets menacing technology in a futuristic struggle for superiority in a shiny new Megadrive game coming soon from Electronic Arts — Techno Clash.

The wizards of the Inner Realm are threatened with an onslaught from a bunch of mechanical monsters — you, as wizard Prince Ronaan try to route out the enemy but find yourself teleported to Earth where you're trapped in a deadly battle with the machines and their creator, Miron Stiles.

It's fighting action ahoy in a Gauntlet-style shoot 'em up as you blast and magic your way through the two worlds over seven locations, some with nine different levels. It's looking pretty wizard so far but tune in next month for an in-depth look.







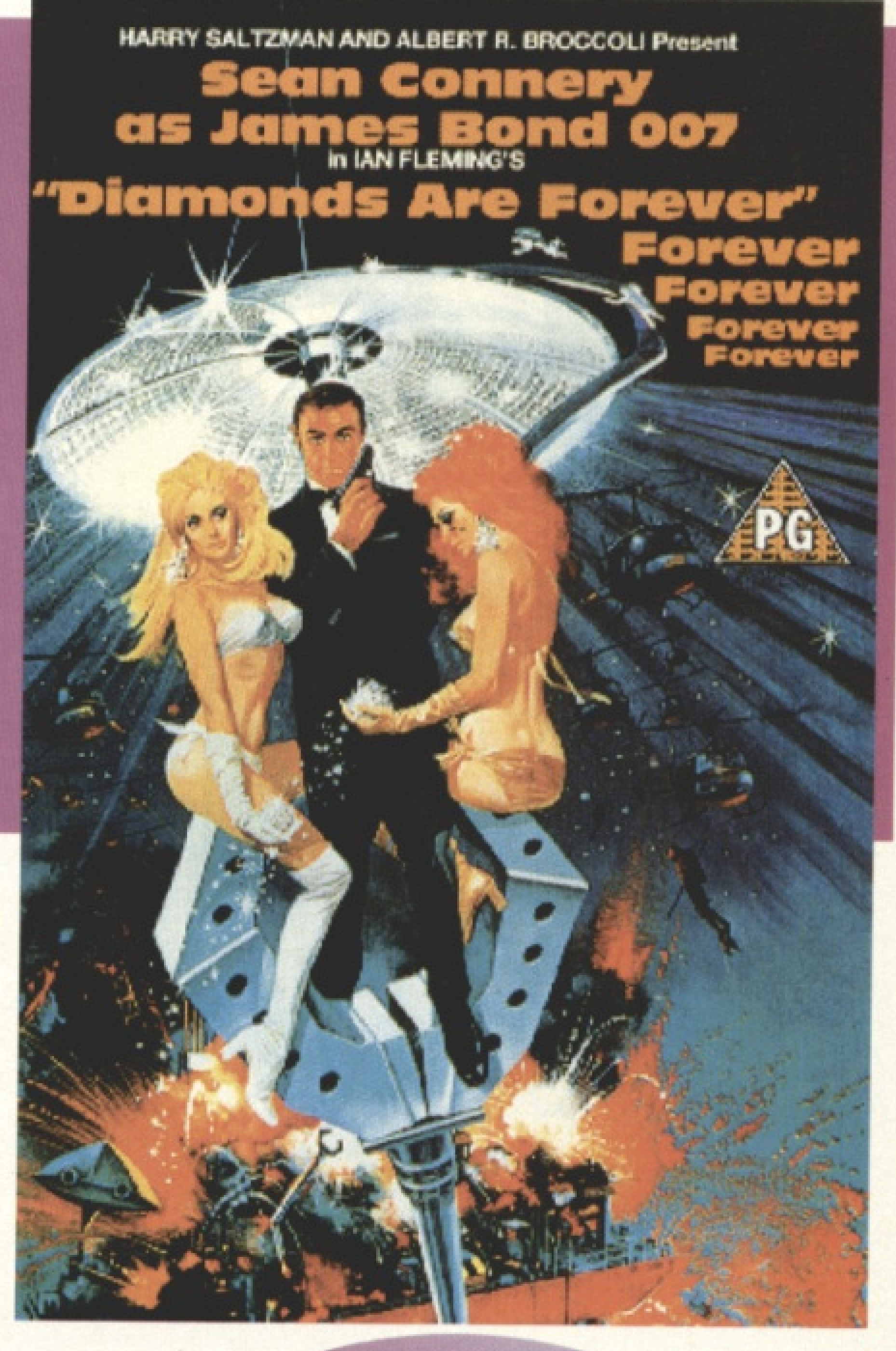


- NEW GAME
- EA
- MEGADRIVE

OUR VIDEO IS OUR BOND

To celebrate the release of the James Bond platform games on Megadrive, Master System and Game Gear this month, Domark have coughed up for a trouser-wettingly good compo prize that'll be any square-eyed would-be spy's ultimate dream.
They are giving away 16 mega James Bond VHS videos including ancient classics like Never Say Never Again with Sean Connery, then onto heartthrob number two — Roger Moore in the likes of For Your Eyes Only and current hero, Timothy Dalton in The Living Daylights.
All you have to do to claim your prize is answer the following easy-peasy Bond-related question:
Who sang the theme tune to the classic Sean Connery Bond film, Goldfinger?
Slap your answers on a postcard and send it to: I'M INTO BOND AGE COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30 - 32 FARRINGDON LANE, LONDON, EC1R 3AU. Answers must be in by June 30 otherwise it's a short, sharp trip to Mr Bin. The editor's decision is final. No-one from Domark or EMAP, or any of their relations are allowed to enter — anyone caught doing so will be slapped to death with a wet lettuce leaf.

- COMPETITION
- BY DOMARK
- 16 VIDEOS

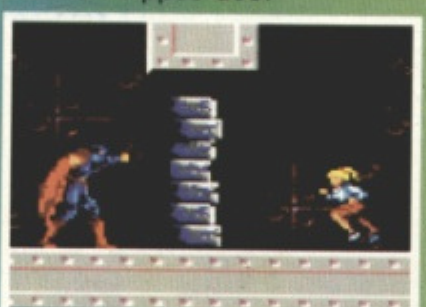


SUPER GEAR

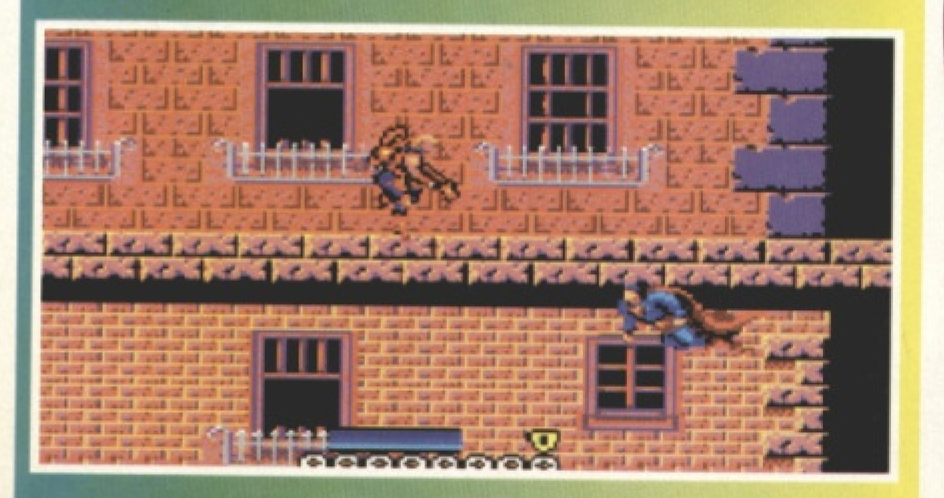
Despite minor setbacks like being killed off by D. C. Comics, Superman is still at it, this time on the Game Gear in an unoriginal but nonetheless fairly fun platform shoot 'em up from Virgin.
The story line and indeed the gameplay and graphics are almost exactly the same as the Master System version (reviewed on page 90 this issue). Superman's at loggerheads with the wicked Brainiac, who's kidnapped the luscious Lois Lane and plans to take over the world (naturally)!

It's up to you, controlling the Man of Steel, to reach Brainiac's control centre in deep space, rescue your babe and save the world from a fate worse than televised snooker. Yippee-doo!





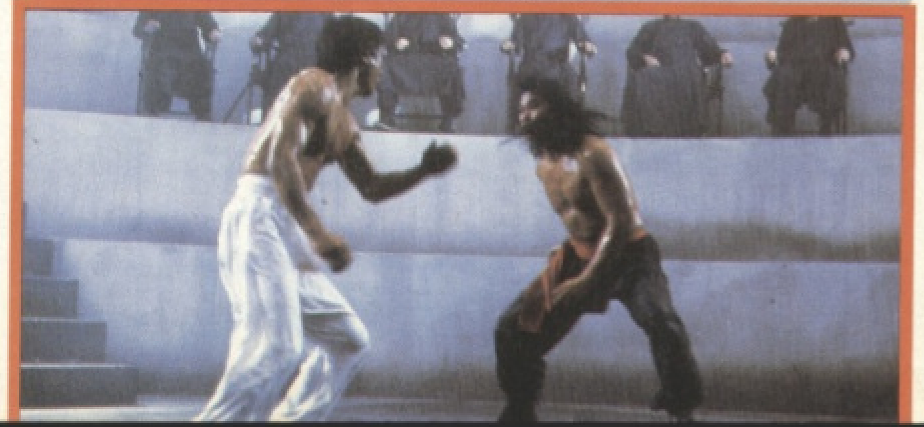
- NEW GAME
- BY VIRGIN
- GAME GEAR



DRAGON FLIES

Ever on the ball, Virgin Games is bringing out a Megadrive game called Dragon based on the indomitable antics of the one and only Bruce Lee — just 20 years after his untimely demise at the age of 32. The game, which ties in with the upcoming film of the same name, stars Brucie fighting 12 different opponents including the notorious Sun brothers, the Oriental Fan Fighter and the Phantom, who haunted Lee throughout his life.
Unusually, Dragon features three characters fighting each other at once, take on two opponents or a mate as Lee or his alter ego. Train with Lee's tutor, Yip Man to keep up with the 36 different fighting moves which adapt as progress is made and new tricks are learnt. Due out early next year, we'll bring you further updates as soon as we get them.

- NEW GAME
- BY VIRGIN
- MEGADRIVE

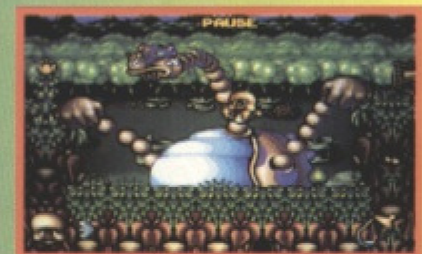


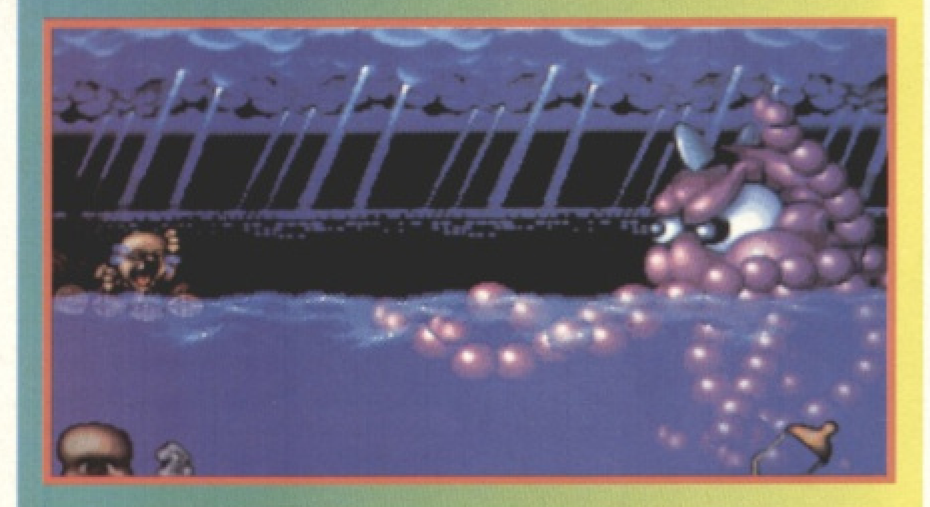
CHUCK UP

As explained last issue, those very nice chaps at Core Design (programmers of corkers like Jaguar XJ220 and Chuck Rock) are publishing Chuck Rock II: Son of Chuck Rock on the Megadrive. And as you can see from these screenshots, it's looking pretty excellent. The story tells of Chuck Rock, now the president of Chuck Motors, being kidnapped by his arch business rival Brick Jagger, the dodgy boss of the Datstone Car Company. A ransom slab arrives through the window of the Chuck mansion listing a mound of impossible demands in return for Chuck's safe return.

Chuck Junior, aged only six months, throws himself out of the playpen and armed with only an ungainly club and a pack of nappies, sets off to save his dad in real platform action style. Keep your eyes pealed on future issues for the full review.







- NEW GAME
- BY CORE DESIGN
- MEGA DRIVE

▲Those tentacles are loaded Chuckie-boy, and he's not afraid to use them!

GIVEN SOME STICK

Basing a game around a common stick seems a baffling concept but Core Design has done it with their upcoming Megadrive jaunt in the form of Bubba 'n' Stix.

The game, described by Core as 'a platform puzzler with a difference' kicks off with delivery van driver Bubba, being kidnapped by aliens who aim to make him an exhibit in a zoo — he manages to escape their clutches but ends up in the universe's equivalent of Bognor Regis. From here he has to find his way back to earth, against all odds, with only a small but magical stick for company. Due out in January, the game is still in its early stages but already it's looking good with lovely cartoon graphics, massive sprites, masses of animation and some really different gameplay. Look out for updates in future issues of MEAN MACHINES SEGA.







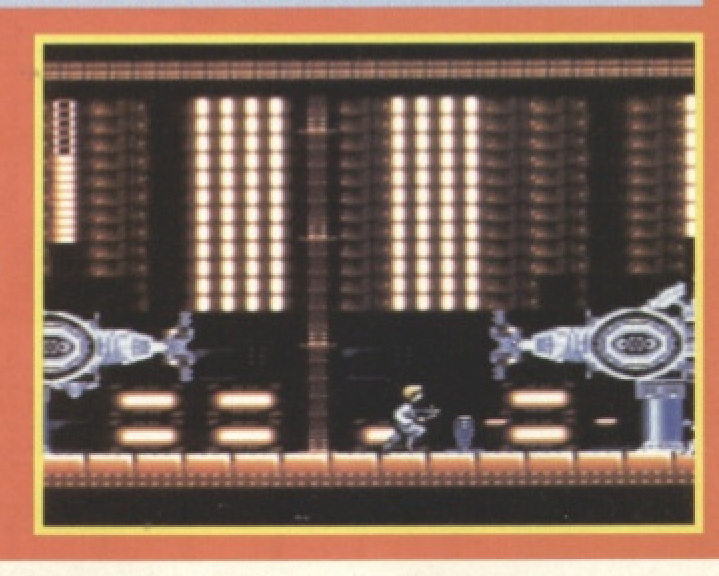
- NEW GAME
- BY CORE DESIGN
- MEGA DRIVE

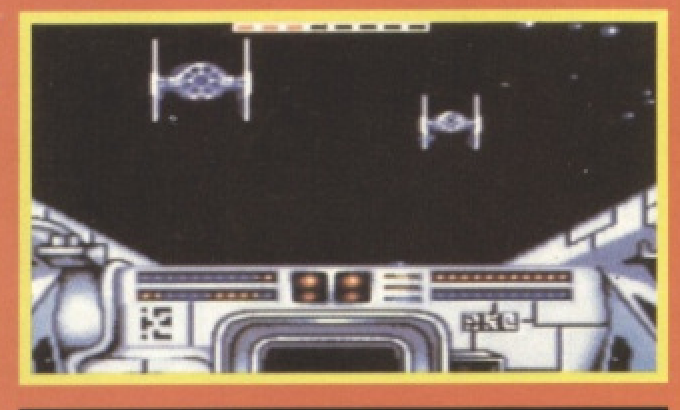
▲It's amazing what you can do with a stick — no self-respecting dork should be without one!

STAR MASTER

Going for the Star Wars story in a small but nevertheless interesting way is US Gold with said epic being magicked up for the Game Gear and Master System. You all know the story by now (and if you don't you should be garrotted) so just feast your eyes on these screenshots and keep your eyes peeled for further details.

►Ooh, decisions decisions, which one should I blast-into-next-week-cos-I'm-so-hard next? Sigh! A hero's work is never done!





- NEW GAME
- BY US GOLD
- MASTER SYSTEM



THE QUESTION IS CAN YOU HANDLE PAPERBOY 2 AN AWESOME SEQUEL TO ARCADELAND'S MOST POPULAR BIKE RIDE?

MORE CUSTOMERS TO DELIVER TO (BOTH SIDES OF THE STREET), *MORE* NON-SUBSCRIBERS TO ANNOY, *MORE* OBSTACLES, *MORE* MEANIES AND *MORE* EXCITEMENT THAN EVER BEFORE.

SO GET ON YER BIKE...AND RIDE!

SEGA MEGA DRIVE

PAPERBOY 2

Manufactured by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM.

TENGEN

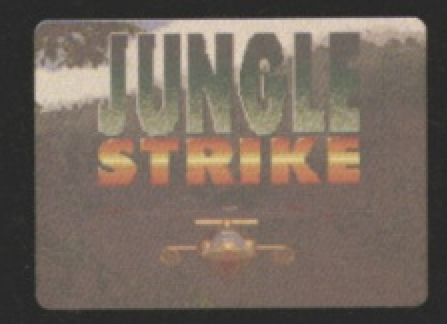
16-BIT CARTRIDGE

FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM



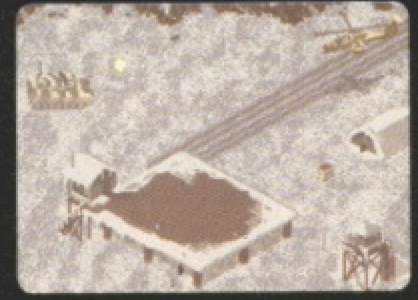


IF YOU THOUGHT DESERT STRIKE WAS A DAY AT THE BEACH, WELCOME TO THE JUNGLE.



The Madman's dead, but he's got a son and insanity runs in the family. Kilbaba Jr's teamed up with Ortega, the murderous drug-lord. They're loons with nukes





and they've got the world by the short and curlies so put down the bucket and spade and get ready for the Jungle. The Comanche battle chopper won't be



enough for all 9 killer missions so there are 3 more attack vehicles

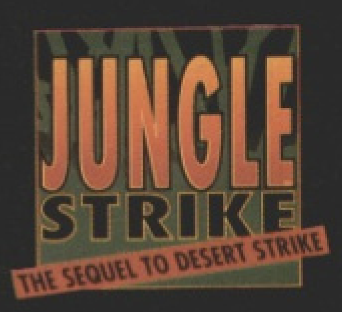


to get slick at; a mine-laying Hovercraft, a Stealth bomber and a Special Forces motorbike. It takes 16

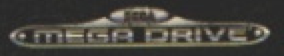


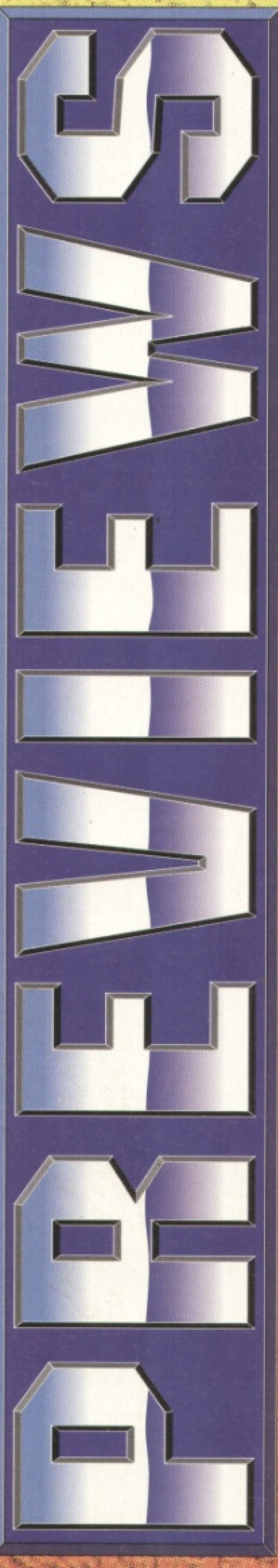
megs to contain this helicopter nightmare and on 16 July, it's going to be unleashed. **You'll love the arts.**





ELECTRONIC ARTS







After last month's EXCLUSIVE news spectacular, MEAN MACHINES was deluged with calls for more Street Fighter II coverage! Well, as Russell Grant used to say before he got the boot from BBC Breakfast Time: "Hold on to your hats — here we go!".

Just to recap on what you most probably already know. Street Fighter II: Champion Edition is quite a bit different from the original Street Fighter II and the Super NES conversion. First of all, it's a lot faster, making for more exciting play and faster combination attacks. Secondly, the character graphics have been significantly altered from the original game. Apparently some people thought that the original character designs were not quite tough enough. This was duly changed for Champion Edition. Ryu has designer stubble, Guile looks meaner and Blanka even more bestial!

Perhaps the biggest change is the fact that now the player can control every single character in the game — including the final so-called "boss" characters, Bison, Sagat, Balrog and Vega! Also, two players are able to make use of the same characters — so there's now no argument over who's choosing Guile (as what happens when Gary Harrod and Rich team up for their epic office Street Fighter battles).

So, as you can imagine, Street Fighter II's looking jam hot — but now the bad news! It appears that Capcom are STILL arguing over legalities with Sega, meaning that the Sega Street Fighter II fan has to wait even longer before being able to get hold of the game. Apparently, now it looks as though we'll have to wait until August or September until the game is released. Capcom, it seems, are most anxious to release the game at much the same time as the Super NES version of Street Fighter II Turbo: Hyper Fighting. Doh and double doh!

OH JOY!

Arcade fans will know that Street Fighter II uses a massive total of SIX buttons. The top row of three buttons is used for three different strengths of punches. The bottom row produces three different types of kick. Of course, this is going to present some difficulties for the Megadrive's basic three button pad. Capcom have promised to include a three button mode. What they're currently doing is having the three buttons do either punches or kicks, with the START button switching between the two forms of attack. Smart cookies should get hold of the

MEET THE GANG...

GUILE







forthcoming Sega six-button joypad — being released simultaneously with Street Fighter II, and also being bundled with the new, cheapo Megadrive II. The word on the street is that Capcom may also release their own special stick along the lines of the Capcom Power Fighter currently available for the Super NES.



Street Fighter II: Champion Edition boasts a massive 12 characters to control. Here's the full spiel on the complete cast!

Renowned as the strongest combatant in the entire game, Guile is simply amazing when played by a real master. His combat karate skills are second to none and his range of special moves are stunning.

▶ **SONIC BOOM:** Firing off a burst of sonic power, this fireball attack can be fired at three speeds (depending on the power of the punch button used to activate it). It takes longer to pull off than Ryu or Ken's cyclone punch but has other advantages...



▶ **SOMERSAULT KICK:** Also known as the flash or blade kick, this attack cleaves any opponent out of the air (provided that they aren't doing a dragon punch!). Used in combination attacks, it's deadly!





▲ ***Guile's special moves in action: the sonic boom and the somersault kick!***

RYU

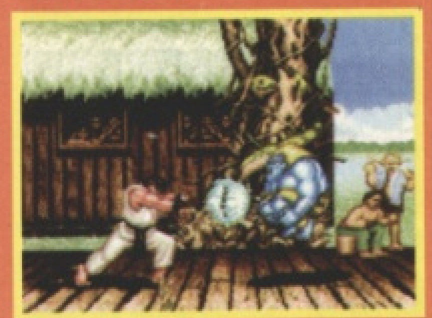


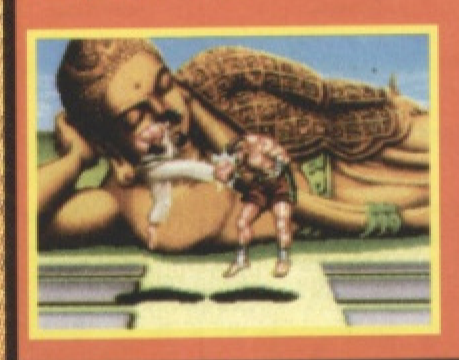
Hailing from Japan, Ryu is one of the last pupils of the mystical Sheng Long, having learned a combat technique similar but far superior to karate. Ryu is the reigning Street Fighter champion, having defeated the twisted Sagat in the original Street Fighter coin-op.



◀ **DRAGON PUNCH:** Ryu launches into a powerful uppercut, channelling the power of the dragon through his body — making him invincible as he travels upwards! Devastating — especially when used in a combination assault.

▶ **CYCLONE PUNCH:** Ryu can produce a smart fireball at will. The speed of this fireball depends on the strength of the punch used when you pull off the special move.





◀ **HURRICANE KICK:** A very bizarre attack. Basically, Ryu takes to the air and spins around, sailing across the screen, inflicting masses of damage should your foe not block properly.

VERSUS MODE

The title screen has a number of options you can use to tailor your play. The basic GAME START option enables you to play Champion Edition in much the same way as the coin-op. The VERSUS MODE is a different kettle of fish. In this mode, you can pick which character you want to play after every round and choose the backdrop on which you want to fight. The computer keeps a track of how many matches each player has won and with each character. The OPTIONS mode is cool if you want infinite time or fancy redefining your controls.





▶ ***Blanka versus Blanka in the versus mode while Honda smacks in Zangief!***

KEN



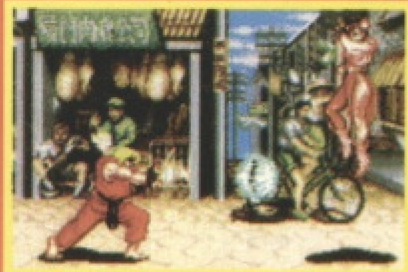


Ken originally comes from Japan, and trained closely with Ryu under the tutelage of Sheng Long before moving to the USA to train with different opponents. Consequently, he knows exactly the same techniques as Ryu... almost!



◀ **DRAGON PUNCH:** This is identical in almost all respects to Ryu's most powerful move. However, he's trained hard to make the power of the dragon even more effective. Therefore, he swings towards his opponent far more than Ryu during the manoeuvre.

▶ **CYCLONE PUNCH:** This technique is exactly the same as Ryu's — and produces exactly the same fireball as his Japanese training partner.





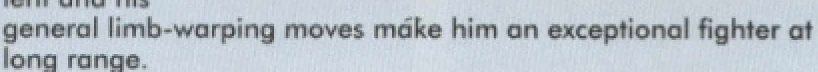
◀ **HURRICANE KICK:** Once again, this strange helicopter-esque move is exactly the same as Ryu's.

DHALSIM





ndia's rubber man is exceptionally slow and not really very powerful. However, his throwing technique is excellent and his



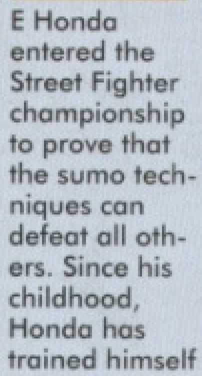
general limb-warping moves make him an exceptional fighter at long range.

◀ **YOGA FLAME:** Instead of launching a fireball off, Dhalsim produces an exceptional flame that burns everything in the close vicinity... badly!



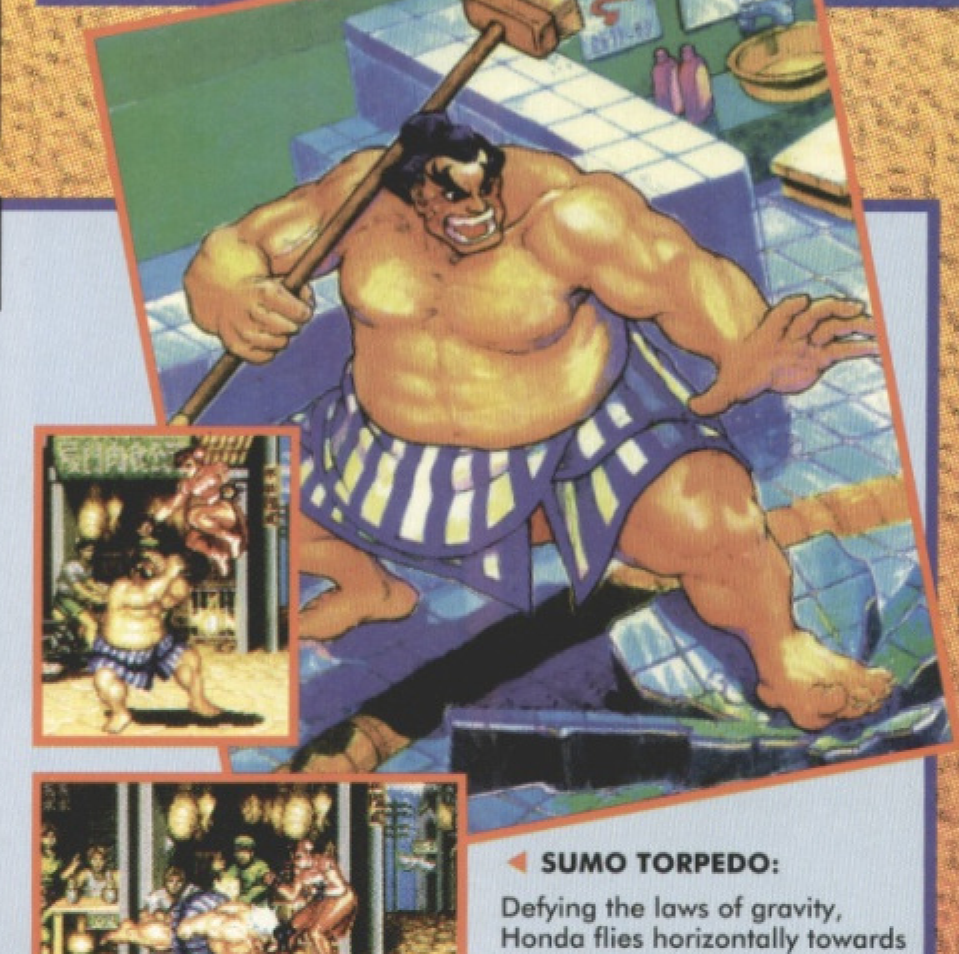
▶ **YOGA FIRE:** Basically this is much the same as Ryu's cyclone punch. However, it does take longer to pull off. Used in conjunction with the mid-kick, the 'Fire Trap' manoeuvre is possible. Devastating!

E HONDA





E Honda entered the Street Fighter championship to prove that the sumo techniques can defeat all others. Since his childhood, Honda has trained himself in order to become the ultimate sumo champion!



▶ **HUNDRED HAND SLAP:** This incredible move enables Honda to hit his opponents extremely quickly and is activated by repeatedly pressing the punch buttons at speed.



◀ **SUMO TORPEDO:** Defying the laws of gravity, Honda flies horizontally towards his opponent, inflicting heavy amounts of damage!



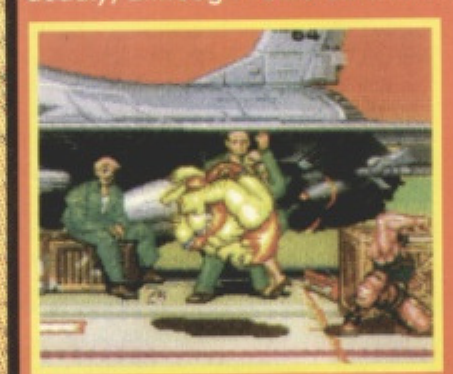


BLANKA





A mysterious semi-human being from the South American jungles, Blanka has developed his own unique fighting skills whilst fighting the locals on the streets of Brazil. He's fast and deadly, although vulnerable to the likes of Ryu, Ken and Guile.



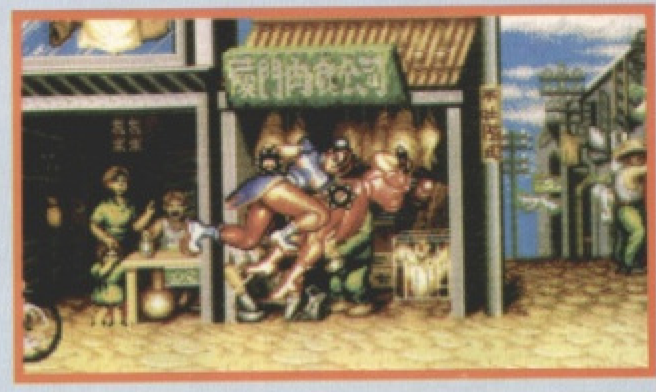
◀ **CANNONBALL SPIN:** Blanka spins at speed towards his opponent, causing loads of damage on contact. The strength of the punch button used to activate the spin dictates the speed of it.



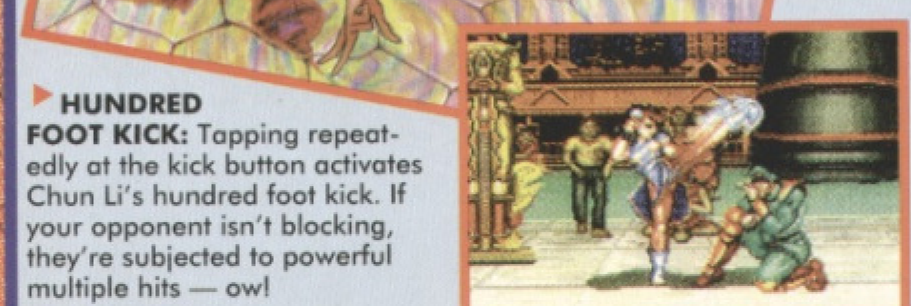
▶ **THUNDERSTORM:** Repeatedly tapping the punch buttons activates Blanka's thunderstorm attack. Channelling raw electricity into his body, Blanka fries his opponents on contact!

CHUNLI





Hailing from the Peoples' Republic of China, Chun Li is a force to be reckoned with. Probably the most devastating female fighter in the world, Chun Li has honed her Kung Fu skills to the limits. Her speed, coupled with her superior techniques make her a firm favourite among Street Fighter II fans.



▶ **HUNDRED FOOT KICK:** Tapping repeatedly at the kick button activates Chun Li's hundred foot kick. If your opponent isn't blocking, they're subjected to powerful multiple hits — ow!

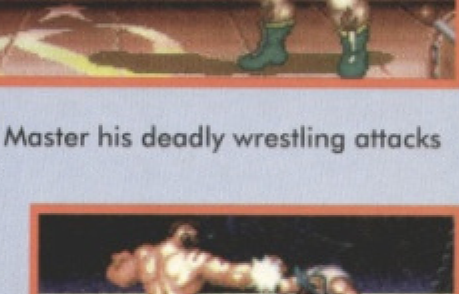


◀ **SPINNING BIRD KICK:** Becoming a human helicopter, Chun Li's spinning bird kick is exceptionally deadly — in the right circumstances. However, if you attempt it and your foe is ready, be ready to smacked into next week.

ZANGIEF



People who aren't very good at Street Fighter II usually complain that Zangief is slow and rubbish. However, his strength is unparalled in the championship. Master his deadly wrestling attacks and you should be unstoppable!



▶ **DOUBLE LARIAT:** Spinning around at 360 degrees, Zangief is all but indestructible (except from attacks to the head and legs) and hits hard should any fool make contact with those fists.



▲ **SPINNING PILEDRIVER:** More 360 degree-related action as Zangief grabs his opponent, spins 'em around and slams 'em into the ground! This is the most difficult move to pull off in the game and the most devastatingly effective.

VEGA



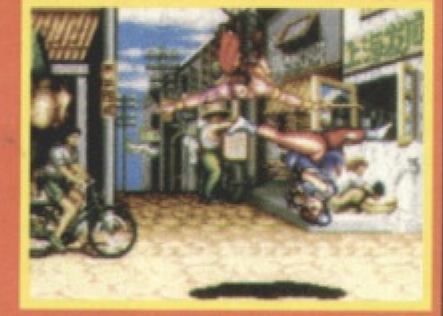


Known in Japan as Balrog, this Spanish fighter is incredibly quick — perhaps even faster than Chun Li! An ex-bull fighter, Vega has mastered an unknown fighting discipline, heavy on speed and special moves.



◀ **BARCELONA ATTACK:** Vega leaps onto the side of the screen and launches himself at his opponent, cutting his foe with his razor gloves. Aieeeee!

▼ **ROLLING CRYSTAL FLASH:** A spinning, ground-based attack, Vega's rolling crystal flash is exceptionally fast, and at close range, inflicts multiple hits!





▲ **IZNA DROP:** Quite similar to the Barcelona attack, the difference being that Vega grabs his opponent in mid-air and slams him into the ground!



SAGAT



A master of kick boxing, Thailand's Sagat was once the Street Fighter champion, until Ryu dethroned him in Street Fighter I. Now he's hungry for victory and has learned many new techniques in order to reach the top. In the right hands, Sagat is almost invincible!

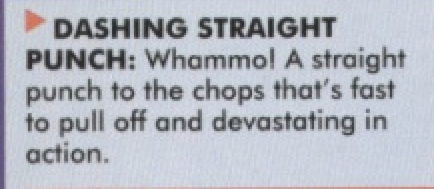


◀ **TIGER SHOT:** Two types of tiger shot are available, high or low. Varying your fireball height is an important tactic in keeping your opponent off-guard.

▶ **TIGER UPPERCUT:** Activated in the same way as the dragon punch, Sagat's tiger uppercut is very powerful. However, unlike the dragon punch, it's possible to hurt Sagat while he's 'in-flight' as it were.







▶ **DASHING STRAIGHT PUNCH:** Whammo! A straight punch to the chops that's fast to pull off and devastating in action.

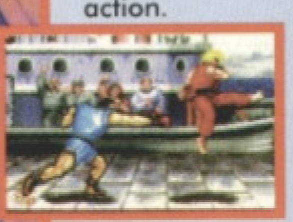


BALROG

Known in Japan as M Bison (spot the resemblance to Mike Tyson), this boxer is extremely strong. However, the problem is that his technique is limited to boxing, making him vulnerable to long range attacks and suchlike. Get in close and dispose of your opponent quickly if you're using this guy!



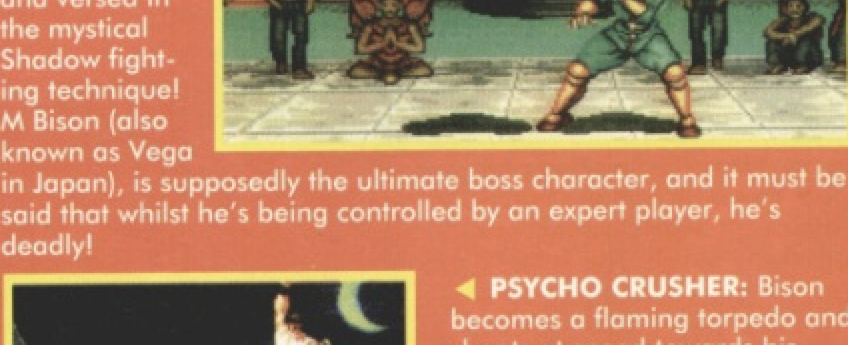
▼ **DASHING STRAIGHT PUNCH:** Whammo! A straight punch to the chops that's fast to pull off and devastating in action.



◀ **DOUBLE STRENGTH TURNING PUNCH:** This requires a second or two to power up, but once unleashed, it's incredibly strong and damages your opponent even if they're blocking.

TIGER KNEE: Shooting forward, Sagat raises his knee and slams right into his opponent! Very effective indeed, and useful in trapping your opponent into the corner.

M BISON

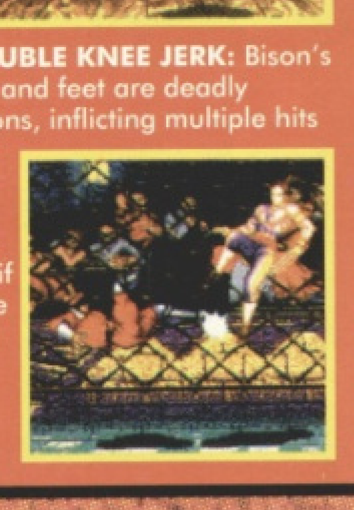


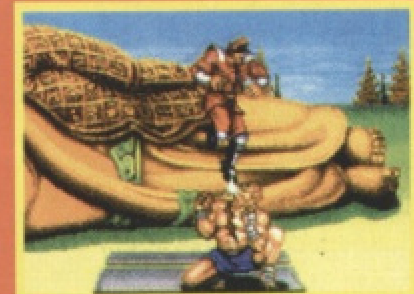
He's extremely agile, powerful and versed in the mystical Shadow fighting technique! M Bison (also known as Vega in Japan), is supposedly the ultimate boss character, and it must be said that whilst he's being controlled by an expert player, he's deadly!



◀ **PSYCHO CRUSHER:** Bison becomes a flaming torpedo and shoots at speed towards his opponent. Even if your foe blocks, Bison still inflicts a fair amount of damage!

▼ **DOUBLE KNEE JERK:** Bison's knees and feet are deadly weapons, inflicting multiple hits on his hapless opponents if they're stupid





▲ **FLYING HEAD PRESS:** Boot meets head in a devastating move guaranteed to take out your foes! Bison flies across the screen, pausing only to stomp on his opponent before flying off again — stunning!

COMBO CHAOS

Seasoned Street Fighters are probably well aware of the various combination attacks that several of the characters are able to inflict on their opponents. Just about every combo from the coin-op is in the Megadrive version, apart from M Bison's, it would seem. Take a look at some of them in action.

RYU



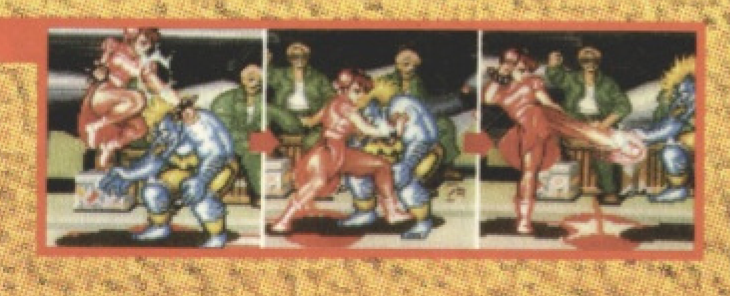
This attack can be pulled off by either Ryu or Ken. Basically, a mid-power low punch starts off the procedure, which is quickly followed up by a close range dragon punch — a devastating excursion to Stunsville, Arizona, guaranteed!

KEN



A fabbo combo here that can be used by either Ryu or Ken. A flying high-power punch kicks the combo off, followed by another high-power punch once Ken has landed. Followed up by a dragon punch, it's an unbeatable combo.

CHUN LI



This is quite similar to the Ryu/Ken three-hit combo, but far more difficult to pull off. It starts with a flying high-power punch followed by a ground-based one. At the same time, you should be powering up the hundred foot kick to maximise the devastation! Owww!

GUILE



One of the more basic combinations on offer is Guile's three hit combo. Like a lot of these multiple attacks, it begins with a high-power flying punch. This is followed up by a ducking mid-punch and finished with a somersault kick. In some situations, this can actually inflict four hits! Crikey.

BONUS ROUNDS

The Megadrive version of Street Fighter II has two bonus rounds to introduce a bit more variety. Unfortunately, due to memory restrictions, Street Fighter II on the Megadrive is missing the oil drum busting stage. However, have no fear, because the car trashing and barrel smashing rounds are as enjoyable as ever!

CAR SMASHING: The Megadrive version of Street Fighter II has the car trashing round successfully reproduced. The basic idea is to lay into the automobile and destroy it as quickly as possible. Masses of bonus points are available if you finish the round with time to spare. In two-player mode, the winner is the player who's amassed the largest amount of bonus points.

OIL DRUM SMASHING: You're caught in the Capcom winery, with barrels falling down left, right and centre (well, not centre actually). Basically smash all 20 barrels and cream in the points! With two players participating, the guy who smashes the most barrels claims the lucrative bonus jackpot.



THE MAKIN

Capcom's Street Fighter II was a product of many man years' worth of work. We've managed to get hold of some exclusive sketches, showing the different ideas that Capcom came up with before they even started coding the original Street Fighter II coin-op! Amazing stuff, only in MEAN MACHINES!

BLUE PRINT: BLANKA



The bestial Blanka's original look was far more human and a lot skinnier than his final incarnation in Street Fighter. Looking quite dull, the Capcom designers decided to enhance the bestial aspects of Blanka's personality, giving him fur and claws as well as green skin! Blanka's final look was deemed a tad too cartoon-like, and for Champion Edition, he was made to look even fiercer.

PRELIMINARY VERDICTS

Basically, if you're after a beat 'em up for the Megadrive, you won't get much better than this! Street Fighter II: Champion Edition is an exceptionally smart conversion and is significantly better than the Super NES version (which we rated last year at 98%). The ability to control the four boss characters really adds to the game and it's a lot speedier than the Super NES conversion. The graphics are great, with only a slight lack of colour and a few missing frames of animation differentiating it from the arcade game. The sound is topper too. The tunes are even more faithful than the Super NES version's and there is a tad more speech (including the "Perfect!" speech if you finish the round without losing any energy). All in all, Megadrive Street Fighter II: Champion Edition is looking dead smart indeed. Look out for a full review soon.



NG OF



STREET FIGHTER II: THE NEXT GENERATION

Believe it or not, this unlikely bunch of characters were scheduled to appear in Street Fighter II rather than the likes of Chun Li and Guile! Capcom then decided on having characters from different countries and ruled out the use of weapons. This thinking paved the way for the characters we know in Street Fighter II.

BLUEPRINT: CHUN LI

Capcom aimed to create a female world warrior that would instantly become a video games icon — and they succeeded in Chun Li! As you can see from the original sketch, Chun Li hasn't changed much from her original conception. Depicted as a cute, slim manga hero, Chun Li was thought to be perhaps too soft in her original incarnation. The designer moved on to some "harder" designs, including a gun-toting heroine complete with trainers, slacks and a bomber jacket. Finally, Capcom decided on incorporating ideas from the previous sketches. Chun Li regained her Chinese outfit, but she was made a lot more athletic and the jewellry was changed into spiky bracelets.



BLUEPRINT: VEGA

Street Fighter's Spanish fighter, Vega, was the subject of much change during development. To begin with, Capcom settled on a knight from the King Arthur era, representing England. However, the game was supposed to feature warriors from different countries, not eras in history. Therefore the designers went back to the drawing board, coming back with an armoured character who looked quite similar to M Bison. Finally, Capcom settled on the Spanish bullfighter look. Just about everything about this character changed — apart from the face mark!



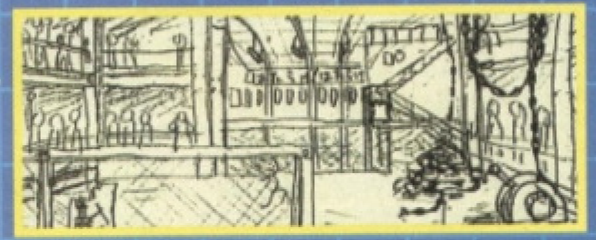
BLUEPRINT: ANIMATIONS

The character designs complete, Capcom concentrated on each of the characters' strength and weaknesses. A similar design was used on the mega Street Fighter II trading cards we produced last year.



BLUEPRINT: BACKDROPS

To successfully convey the idea that you're travelling around the world for each different round, Capcom's designers spent a lot of time drawing up each backdrop. The attention to detail is simply astounding, as the Capcom sketches reveal.



An original sketch of the Zangief Russia stage. Originally, it was actually set *inside* the factory, being viewed from the outside. This was dropped for the look we all know and love.

BLUEPRINT: ANIMATIONS

After the characters' final looks have been settled on, the designers decided on the special moves and other animations in the game itself. A lot of each character's actual personality is conveyed in their movements, so a lot of time was spent on this aspect of the game.



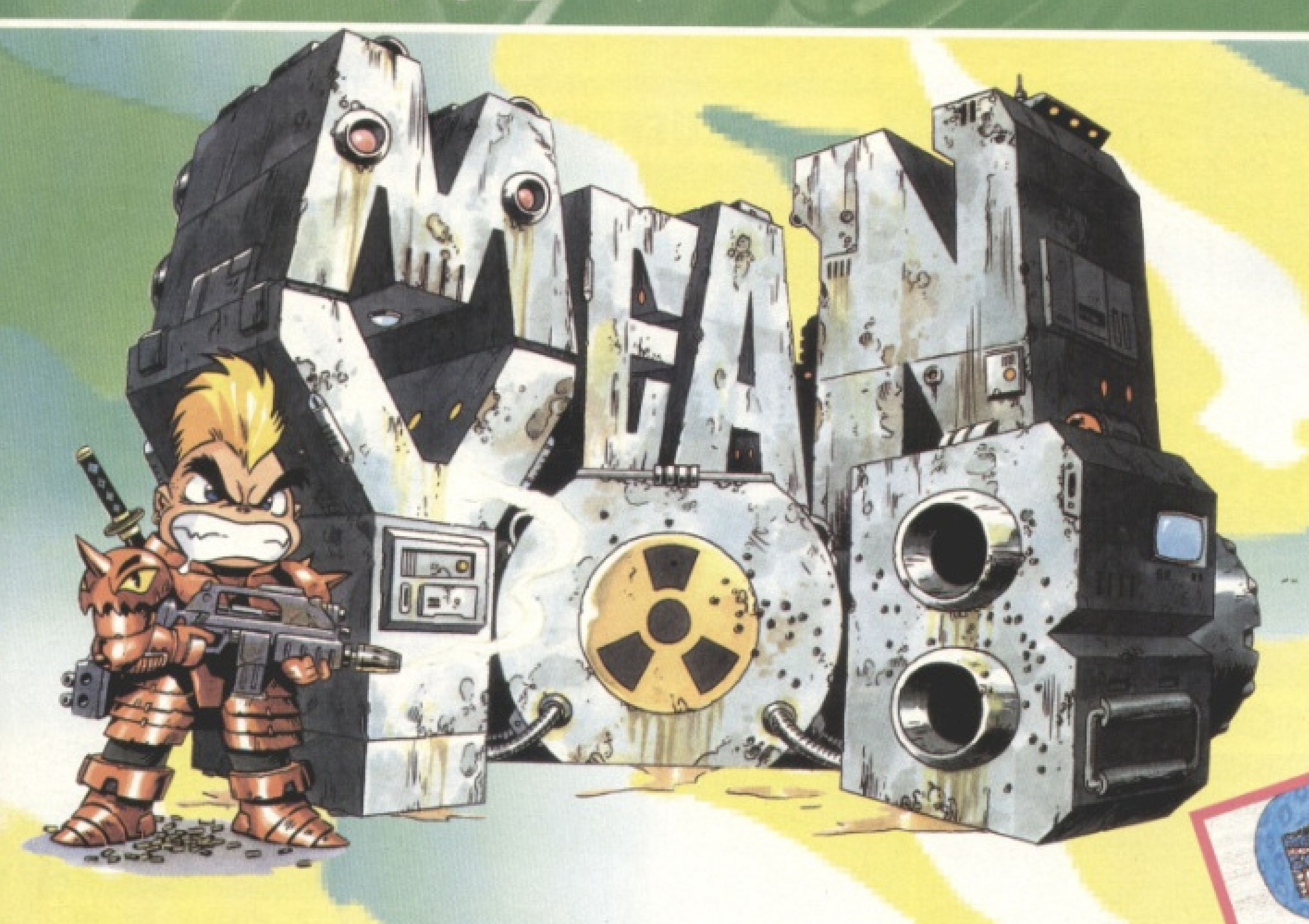
Although it's not as apparent in the game, Guile's sonic boom is two individual bolts of energy spinning around. A bolt of sonic energy is created by each of his arms.



Animation from Ryu's dragon punch. This shows a low-power dragon in action. The animation is the same for a full dragon punch — the programmer simply changes the distance travelled on-screen between each frame of animation.

THANKS...

A big thanks to Capcom, without whom we would have been unable to produce this mega Street Fighter II feature. All artwork used in this feature remains the copyright of Capcom of Japan.



Let's try some word associations, shall we? Trousers. Bags. Baps. Balloons. Blimps. Flannel. Cheese. Ring. Scraping. Pert. Alley. Formidable. Wet. Otter. Slap. Now what springs to mind when I say the phrase 'carrot elephant pants'? Whatever it is, I don't care two figs and a peanut. All I want to do is answer your letters in my own special way, so write in with your points of view, jokes, controversial commentaries - or anything really. Especially your pictures. And send them off to: MY LETTER IS DEFINITELY NOT BORING AND IS CERTAINLY PRINTWORTHY MATERIAL AND MY NOSE ISN'T GETTING LONGER HONEST, YOB'S MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

NICK NICK

Dear YOB,
I'm writing to you as a first step. I acquired my first Megadrive over two years ago. Since then I've bought two more Megadrives and I'm soon off to buy a fourth. You may be asking yourself does he sell them, or is he some sad prat who keeps buying faulty Megadrives? Well, how should I put this, I'm p*ssed off not p*ssing about. I've had three Megadrives stolen with 27 games altogether (approx £1500). Everyone knows how hot these consoles are nowadays, everyone wants one. They don't care where they're from if they can get them cheaper than in the stores, which makes them a must for burglars.
Understanding this, why then have Sega not developed a form of security for their machine such as a security-coded chip or coded card to render the Megadrive useless to anyone but the original owner, thereby making them worthless to thieves. I'm sure most people would willingly part with a few extra pennies for their peace of mind. If Sega are not willing to succumb to people's wishes, why have none of the accessories companies thought of such a needed device, which I'm sure would make them some money. I would like to know your views on this situation and my ideas, any criticisms welcome.
A Cooke, Walsall, West Midlands
YOB:Yamaha recently started Datatagging motorbikes with a security chip that carries a special code unique to that bike which can be detected by police using a simple scanning system. It has been a great success, with only a handful of bikes being stolen out of the 6,000 Datatagged so far. This system could easily be extended to expensive household goods - the only thing is the cost (it's £40.00 to Datatag a bike), but if more people used it, the price would come down. I'm sure that something along those lines will be used in the future, but in the meantime, why not indelibly scratch your name and address onto the bottom of the Megadrive? And don't forget to take out insurance!



▲ I don't know about you, but I reckon I could have Dennis Amundsen's Streets of Rage crew anytime. Bunch of softies...

HA HA BONK

Dear YOB,
I have heard talk about Sonic 3. Now you can't be serious. What are they going to do this time? Have something come on at the beginning with a Zimmer frame then curl up in a corner and start to die? Then Tails would have to go through all the levels and kill the end-of-level boss to get the heart respirator to save Sonic. They could call it Tails Saves the Day. What do you think of that?
Alex J Golledge, Upminster, Middx
YOB:Roll out the big red carpet for Alex J, Upminster's finest citizen. And make sure you roll it right over his head! I've seen more creative things being flushed around my S-bend. By the way, I thought you'd like to know that an anagram of your name is A JELL-LEGGED OX.

▲ It's about time we had a bit more artwork from girls. Top marks to Xenia Randle.

ZOMBIE BOY

Dear YOB,
A couple of weeks ago I was looking for something to do so I picked up a newspaper to read



▲ Is Mr Zed the sender's real name or is he too ashamed of his effort to tell us the truth?

and what happened to be the subject upon which the front page was dedicated to but computers - how bad they are. The title of the article I was looking at was something like "Computers Turned My Son into a Zombie". At first I thought it was some sort of joke but as I read on I found out that the so-called "zombie" had been hacking into companies and banks, doing them out of thousands of pounds!
The young man had been doing this for years, in fact since about a year after his mother bought him a BBC home computer up until today.
I continued to read only to find out this "zombie" is suffering from a mental disorder and denies himself any social life by locking himself in his darkened bedroom with his lights off 24 hours a day. Maybe he locks himself up because he hasn't got any friends due to his mental disorder, maybe he hacks into companies' records and bank accounts for enjoyment or as a way out of his depression.His mother is a very cruel woman in saying her son is a "zombie" and she is wrong, very wrong, what are your opinions?
Robert McMahon Jr, Yardley Wood, Birmingham
YOB:Well, let's face it, when all's said and done, at the end of the day, he's a bit of a twonk. Anyone who locks himself up in his room 24 hours a day with a BBC computer for company really does need his head testing.

SNAKE CHARMER

Last night was jolly and entertaining, many thanks.
Squiggle, East London
YOB:At £10 an inch, that means you owe me £120.

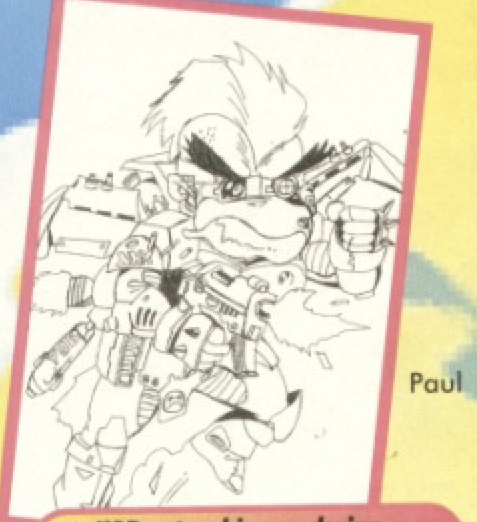
WHAT'S BLUE AND DOESN'T FIT

Dear YOB,
To all those people out there who call themselves scientists, computer epilepsy is a bad name to use. It is called that because old-fashioned people have got something against video games. I'm not writing this to promote video games,as I myself suffer from the allergy they call "computer epilepsy", I have had four epileptic seizures. They have all been caused by flickering computer, or should I say television, screens. All of these screens were being used by computers, but that is purely coincidental. Epileptic seizures are not just caused by computer/television screens. They can be triggered by sunlight reflecting off metallic surfaces, disco lights, light reflected off water etc. So old-fashioned people with a grudge against video games, get your facts right!
Phil Davies, Shrewsbury, Shrops.
YOB:Let's face it, the biggest fits were had by newspaper editors - not genuine epileptics!

▲ A treat for those who used to fancy Daphne from Scooby Doo courtesy of Laura Watton.

I AM A DONUT

Nanoo Nanoo,
Would someone tell me, I'm obviously thick, just what does Sega think it's playing at? I've seen the advert on TV and cannot figure out what a ton of semolina and and a vacuum bag or whoopee cushions in a lift and very little actual software or hardware has to do with console games/machines!! If it wasn't for Fat Bloke (also in past Sega ads) being in it, I'd have thought they were advertising the Little Crompton A Rest Home for the Terminally Sad and Permanently Baffled. One last point: why wasn't Paul Davies wearing his best Sonic jumping, running, platform-type trousers before his unfortunate gamesplaying mishap? Cackergibbon!.
Mark, No Addresshire.
YOB:Oyez! Oyez! Oyez! Calling philistine thicky Mark with no IQ. It's called creative media advertising. Or in Peter and Jane Book 2A language you should be able to understand: look good and make fun on telly.



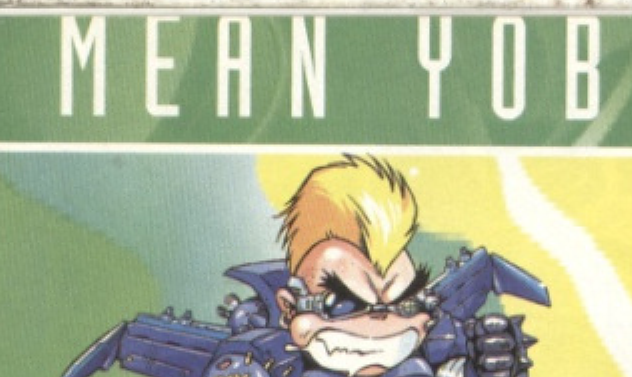
▲ YOB gets a biro rendering form lass artist Clare Beckley.

AND A HEY NONNY NOO

Dear Sir,
Being somewhat stuck out in the sticks I buy 90% of my games mail order. I use Console Connections and for the last four months or so they've sent all my orders return post within two or three days. Now apart from this seeming like a shameless plug for the company it's because I have also had my hard-earned cash ripped off by another mail order company, so any company that does right by me I'll happily boast about. When I first went to order by mail I opened up the ad pages to be confronted by masses of companies so it's initially a stab in the dark as to who you order from. This is why your Mail Order Seal of Approval is a great idea as it takes away a lot of the anxiety of sending off your forty quid to



▲ More malarkey from Milton Keynes' finest — Denis amundsen.



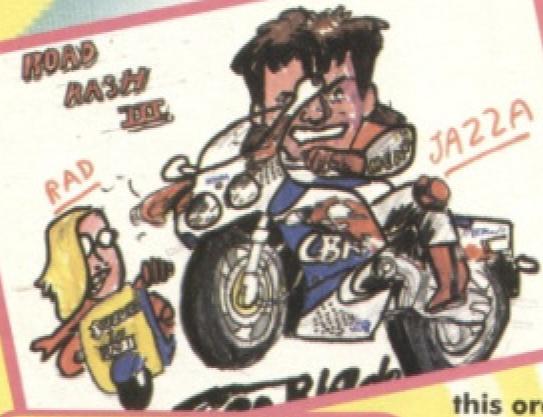
ANOTHER THRILLING EPISODE OF....
MUTTON MOON!
A MAJOR DISASTER HAS STRUCK! MUTTON MOON, THE POPULAR KIDDIES T.V. SHOW, HAS BEEN TAKEN OVER BY DEMENTED TERRORISTS! ONLY THE SKILL OF THE MEAN MACHINES SQUAD CAN SAVE IT! THE EPIC ADVENTURES STARTS HERE...
JAZ GIVES THE TEAM TALK: ALRIGHT MEN, YOU KNOW THE PLAN. WE TRACK DOWN THOSE EVIL CRIMINALS AND RESCUE SAM THE SHEEP. HE'S BEEN KIDNAPPED!
NOT SAM!
LOOK! FOOTPRINTS
WATCH OUT, IT'S MR. SPOON!
WASTE HIM!
DIE SCUM!
BUT SAM'S MY HERO!
MR. SPOON IS GONE, BUT SUDDENLY, MR. MOPHEAD MAKES A DEADLY APPEARANCE....
JAZ, BEHIND YOU!
ARRGGHHH!
TAKE THAT SINISTER FIEND!
ALL RIGHT YOU SHEEP-KNAPPER WHERE'S SAM?!
I....I...
WHERE?
THERE!!!
SAM! NOOOO!
GAZ
PRIME MUTTON
SO, THIS FATEFUL ADVENTURE IS OVER. SAMS GRUESOME DEMISE WILL BE REFLECTED THROUGHOUT CHILDHOOD HISTORY. MEANWHILE, THE REST OF US JUST HAVE TO SUFFER....
SAMMMMM!!!
* A MATT © PRODUCTION

▲ **Another sterling effort from Matt productions — keep 'em coming Matty lad.**

a company you know nothing about. Lots of mags offer extra pages full of adverts or tips we all know by heart, you're to be congratulated on adding something to your mag that is actually of benefit to your readers. Thankyou,
L Poland, Kirkcudbright, Scotland
YOB:I salute you, and all other citizens of the fine town of Kirkcudbright! May your sporrans forever be full.

RING PEACE

I am a sad, miserable housewife



▲ **All complaints should be sent to Alan Moore of Dagenham...**

whose only therapy in life is my Megadrive. I am extremely p*ssed off about the Sonic 2 game. It took me a few (loads actually) attempts to get all the Chaos Emeralds, but I got there eventually , so imagine my complete annoyance, frustration and downright p*ssed-off-ness to learn that I was only Super Sonic once I'd got 50 rings, that the rings ran down and that I couldn't be Super Sonic in the Death Egg Zone!
I have seen in a magazine review that Super Sonic was Super Sonic in the Death Egg Zone, and that the number of rings was 99 - how can this be if there are rings on this zone? Do you have a cheat for this? Please put me out of my misery.
Sorry there's no wit, intelligence or controversy in this letter, but at least I haven't said anything horrible about you, like most of the morons that write.
Karen Collier, Leyland, Preston.
YOB:This is more Jazza's line, but because you talk dirty, I'll tell you. What you saw was a Game Genie code, but you can do this another way. First of all, collect all the Chaos Emeralds by choosing these tunes on the music select screen: 04, 01, 02, 06. Now go to the title screen and then select music test again and select the tunes in this order: 19, 65, 09 and 17. Go to the title screen and press A and START to pick the level select screen. Now go to the music test screen on the level select screen and choose these tunes: 01, 09, 09, 02, 01, 01, 02, 04.Press A and START to enter the DEBUG mode. Turn Sonic into a ring by pressing the B button until a ring appears and press C to duplicated them loads of times. Turn back into Sonic, pick 'em all up and have fun...

MR FINGER PAINT BRAINS

Dear MEAN YOB,
I am writing to talk about the percentage given for the reviews of games. For example, in a lesser mag, ie GamesMaster, Sonic 2 got 65% (?), but in your smart mag it got a whopping great sorted 96%. 31% more than in the lesser mag. Who are we to trust? Your great mag, or them?
Casey Beever, Dewsbury, W Yorks.
YOB:Why don't you ask a less obvious question, like, Should I take my trousers down before having a cack?

GRADE ZED LETTER

Dear MEAN YOB,
I am the power that is Mr Zed, you'll be seeing a lot of me in the MEAN MACHINES SEGA pages.
So you think you're mean do you? You're not as mean and evil as I. I am gameplayer extrodanaire (as opposed to extraordinaire, obviously) beat me in combat or perish in to the world. If you don't print this letter I will come down to the MEAN MACHINES studios and the voodoo magic man will come from afar. Don't try and look for me 'cause I come from the other side man. I have one question to ask you why am I writing to a character who doesn't exist? Don't say I'm mad man because I have the power!
Mr Zed, The Other Side, Nr Transylvania.
YOB:Mr Zed? Don't you mean Mr Zzzzz. You only have the power to blow it out of your behind...

HI-DE-HIGH

Dear MEAN YOB,
I heard all this gossip about Sega games and Nintendo games being too high in price. What I want to know is will they be lowered? If so, when? And how much will they cut the price down to?
PS Just because I'm a girl, don't think I'm a wimp and I shouldn't be playing computer games. And I



▲ **Ozzy artwork from Eddie Centenera who dedicates to a lad who lives near Andy!!!**

do play fighting games like Streets of Rage and things like that.

HIGH SCORES

Hello luvvers! We been 'avin' a rare ole' toime 'ere at the hoi scores faarm lately. Oo arr! The ole combine 'arvester ain't what it used to be, oh no and — oo-er, lost trackof what oi be sayin' for a minute there! What's all this then? Oo, 'hoi scores' they be don't they do. Oh eye! Oo arr. Keep sendin' 'em in then, luvvers, and just so's we don't mix 'em up with the pigs, address 'em to 'OI'VE GOT A BRARN NEW COMBOIN 'ARVESTER', HIGH SCORES, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

MEGADRIVE:

ALIEN 3
5,563,310 Completed on hard without continues
Paul Buter, Maidstone, Kent.

ALIEN STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent.

BATMAN RETURNS
54,400
Peter Cathre, Rode Heath, Stoke-on-Trent

BLOCK OUT
500, 262, Flat Fun mode
Sean Knight, Cuxton, Rochester, Kent.

CALIFORNIA GAMES
HALF PIPE
61,100
Darren Jackson, Frome, Somerset.
DOUBLE HALF PIPE
78,495
Dan and Ross Towes, Gillingham, Kent.
FOOTBAG
2078900 for 39 mins 51 secs
Dan Towes, Gillingham, Kent.
DOUBLE FOOTBAG
322,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent.
SURFING 9.8 Turbo board
Daniel Gallop, Epping, Essex.
SKATING 9,000
Dan Towes, Gillingham, Kent.
BMX 134,650
Ross Towes, Gillingham, Kent.

CHUCK ROCK
477, 700
C Bainbridge, St Helens, Merseyside.

COLUMNS
23,8768,96
Jazza, MEAN MACHINES

CRUEBALL
97,590,800
Andy Eke, Southend, Essex

DECAPATTACK
Completed with 12 lives left, none lost.
Daniel Gallop, Epping, Essex..

DESERT STRIKE
4,780,100
Wesley Edwards, Luton, Bedfordshire.

DICK TRACY
365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent: YOU SAD MAN!!!

DRAGON'S FURY
278,900,000
Wil, Shoeburyness, Essex

DYNAMITE DUKE
886,520 completed normal.
The Punster, Norwich Norfolk.

ESWAT
182,400
Andrew Pinnock, Bishop's Castle, Shropshire

EVANDER HOLYFIELD'S BOXING
$271,683,640
Karl Likman, Enfield, Middx

FANTASIA
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

GAIARES
1,722,188, Completed on Very Hard
Karl Barber, Redditch, Worcs.

GHOULS 'N' GHOSTS
310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill Consett, Co Durham.

GOLDEN AXE
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes, Gillingham, Kent.

GOLDEN AXE 2
987.9. Hard.
Daniel Gallop, Epping, Essex.

GYNOUG
3,237,580 last level
Alan Gaunt, Birstall, W.Yorks.

HELLFIRE
1,611,110, completed on easy level
Dan Towes, Gillingham, Kent.

HOME ALONE
126,350
Darryl Medcalf, East London.

JOHN MADDEN '92
237-0. Redskins vs Eagles, five minutes each quarter
Alan Gaunt, Birstall, W Yorks.

LOTUS TURBO CHALLENGE
81,957,628 photo supplied
James nadin, Rotheram, Yorks.

MEGALOMANIA
Epoch 6 completed
Gus, MEAN MACHINES.

MERCS
ORIGINAL
1,107,150
Ben Harrison, Tintwistle, Derbyshire
No bonus points for home town.
ARCADE
1,407,500
Neil Kendall, Birkenhead, Merseyside.

MICKEY MOUSE
1,254,700, completed on hard mode.
Dan Towes, Gillingham, Kent

MIDNIGHT RESISTANCE
2,104,100, completed on Normal level
Dan Towes, Gillingham, Kent

NHLPA HOCKEY '93
Chicago 42, Los Angeles 1. 20 minute periods, crowd level of 191.
daniel Gallop, Epping, Essex.

OLYMPIC GOLD
Sprinting: 10.08 seconds
Hurdles: 13.32 seconds
Swimming: 1:45.4 minutes
Archery: 166 points
Pole Vault: ? meters
Hammer: 81.05 meters
The Punster, Norwich, Norfolk.

PGA TOUR GOLF
TPC at Sawgrass: Tournament score: 251, 37 under par. (62, 61, 63, 65)
James Pretty, Hammersmith, London.

PHANTASY STAR 2
202,515
Adam Gower, Longford, Coventry

PITFIGHTER
1,821,480 completed
Steven Wilson, Llandegfan, Anglesey

PREDATOR 2
1,363,070 Hard level
Wayne Turner, Chelmsford, Essex.

QUACKSHOT
1,268,000 completed with 39 lives
Amanda Louise Wylde, Milton Keynes, Bucks.
Double-barrelled name — and score!

REVENGE OF SHINOBI
1,255,200
Lee Harrison, Kings Lynn, Norfolk.

ROAD RASH
£74, 340, 190 completed
Phillip Wiseman and Stephen Court, Southampton

ROAD RASH 2
$100,650,250
Amanda Louise Wylde, Milton Keynes, Bucks

ROBOCOD
12,468,200 Completed
Wesley Edwards, Luton, Bedfordshire.

SHADOW DANCER
1,168,300
Adam Gower, Longford, Coventry

SONIC THE HEDGEHOG
9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

SONIC II
1,284,320. Completed using Sonic
Dan Towes, Gillingham, Kent.

SPEEDBALL II
774 -20, Brutal deluxe vs Super Nashwan.
Mark Woolf, Milton Keynes.

SPIDERMAN
175,000 Nightmare level
Chris Collins, Cheadle, Cheshire.

STREETS OF RAGE
1, 800,256
Mark Davies, Bishops Stortford, Herts.

STREETS OF RAGE II
788,010 Hard level
Darryl Medcalf, East London

SUPER OFF ROAD
2,220,000
James Owens, Exeter, Devon.

TAZMANIA
7,437,810
Bart-Martijn Van Der Putt,

THUNDERFORCE IV
3,659,960. normal level.
Paul Mckenna, Berks.



More fun than leaving a round of egg sandwiches in a Tupperware box in the sun all day. More informative than a monkey with an anagram generator. And more cheese than a bucketful of mixed petunias and fresians, Yes, it's Q+A time, with you supplying never dull questions, and Jaz using his humungous intellect to come up with stunning, never obvious answers. If you've got anything you need to know, send your questions off to: WOULD BEING SENT TO A PENAL COLONY GIVE YOU THE WILLIES Q+A, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON.

CHEESE POLICE

Dear Jaz
Could you please answer the following questions as I am desperate to know the answers.
1. Will there be any other Mega-CD packs apart from the ones already available? If so please list the games that will come in these packs.
2. Will Street Fighter II and Mortal Kombat come out on the Mega-CD?
3. Will Sonic CD still have Tails?
4. Will there be any Football games on the Mega-CD?
Thanks and keep up the good work.
Marc Arnold, Stanmore



JAZ:1. Dunno at the moment - but there's plenty of potential there for much pack-based frivolity. 2. Ooooooooooo. Both, apparently, are CD-bound. 3. No It'll just have a hole in the middle. 4. Yep.

CHEESE CHECKER

Dear Jaz
Would you please answer some questions for me.
1. Will Wild West Cowboys be coming out for the Megadrive?
2. If so when?
3. What do you think of it, I think it's brill?
Sad Lad
JAZ: Don't know and don't care. It's cack, Sad Lad, you sad lad.

CHEESE BAITER

Yo Jazz-man
Answer these questions or I'll send my baby sister to your house and she will do a turd in your face...
1. In NMS it said that SF2 is coming out for the NES, is this true?
2. Which is better, Sega or Nintendo?
3. What company has the most games?
4. Will any painting games come out on the Megadrive.
5. Is Rad any good at SF2 or what?
6. Why is your mag's address the same as NMS'?
7. Why has Rad got three jobs?
Zahid Hussain, Swansea
JAZ:1. Write to me at NMS and I might tell you. 2. What, the machines or the companies? You see, if you don't specify, I can't answer the question, can I? 3. In their warehouse, in production or on the streets? 4. Art Alive sounds like the one for you. It's cack. 5. Or what. 6. Because we also make NMS. 7. Because he had a rather hot curry the night before.

CHEESE TAMER

Dear Jaz
I have taken the little flap off the bottom of my Megadrive and then put it back on again. Please tell me if doing this has any side-effects and what the flap is there for anyway?
Colin Hounsome, Thamesmead
JAZ:Don't worry. Fiddling with your flap will have no harmful side effects.

CHEESE TESTER

Dear Jaz
I have some questions about games coming out for the Megadrive
1. Will Sega be releasing a game like Mario Kart with Sonic, Tails, Mickey and Donald etc.
2. Will Final Fight be coming out for the Megadrive?
3. What's the best game out of Tiny Toons, Flashback, Bubsy or Cool Spot?
4. When's the release for SF2 Championship Edition and will it have all the speed and the moves of the arcades?
John Shanks, Camberley, Surrey
JAZ:1. I doubt it. 2. No - Mega-CD only at the moment. 3. Personally, I'd prefer to play Tiny Toons. 4. Read the magazine, John 'what rhymes with' Shanks.

CHEESE INSPECTORS

Dear Jazza
I am a Megadrive-owning 13-year old and I have a few questions I hope you can answer.
1. If Rainbow Islands is available for the Megadrive, how come none of the shops have it?
2. Will Bubble Bobble or Parasol Stars ever come out for the Megadrive?
3. Will that ace combat coin-op, Captain Commando ever



Have a nice trip... or something.



Flashback in action.



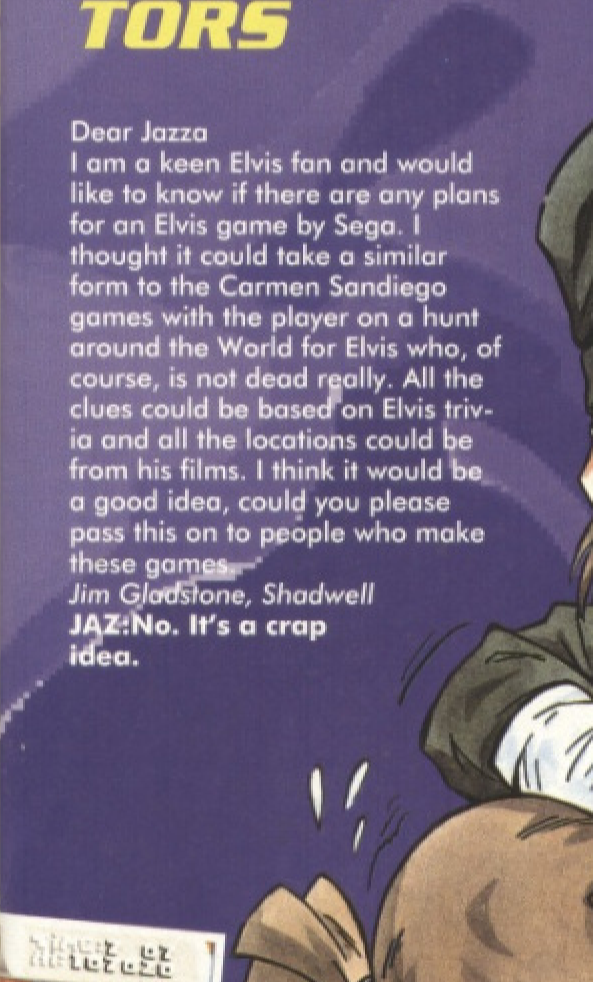
The world's coolest zit, Cool Spot.

come out on the Megadrive
Gregor Stephen, Dundee, Scotland
JAZ:1. 'Cos it was only available on import a couple of years ago and is now very rare. 2. No. 3. No. 4.

▲ *I can sing a rainbow...*

CHEESE CONDUCTORS

Dear Jazza
I am a keen Elvis fan and would like to know if there are any plans for an Elvis game by Sega. I thought it could take a similar form to the Carmen Sandiego games with the player on a hunt around the World for Elvis who, of course, is not dead really. All the clues could be based on Elvis trivia and all the locations could be from his films. I think it would be a good idea, could you please pass this on to people who make these games.
Jim Gladstone, Shadwell
JAZ:No. It's a crap idea.



CHEESE BARONS



Dear Jaz
Please answer these questions.
1. Asterix is available on the MS and I have played it in the arcades. Are there any plans to release it on the MD/Mega-CD?
2. Around Christmas there was an investigation into the high prices of computer games. What were the findings of this report?
3. In America the Mega-CD can be bought for $299, will Sega bring the price down over here.
Paul Wickens, Basingstoke
JAZ:1. Asterix will appear on Megadrive, but there are no plans for a Mega-CD version. 2. It's still going on. 3. Yes - but not for a while.

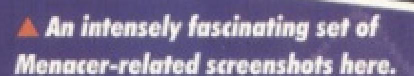


CHEESE RUSTLERS

Dear Jaz
I own a Megadrive and a Menacer. Please answer the following questions.
1. Is Terminator any good with the Menacer?
2. Are there any good games coming out for the Menacer. What are they and when will they be released?
3. On shooting games on the Mega-CD will I still be able to use the Menacer?
Mark Powell, Manchester
JAZ:1. Yes. 2. I haven't seen anything really good yet - but we'll keep you posted. 3. Yes.

CHEESE BANDITS

Dear Jaz
1. In the high scores section of the Feb issue, how come you believed Dan Towes' 9,999,990 score on Sonic but not Luke Thompson's 999,999,999 score on Mercs?
2. Where has Gary Harrod gone?
3. Have any of you completed Ecco yet?
4. Is it possible to subscribe to MEAN MACHINES?
Tim Mason, Sittingbourne, Kent
JAZ:1. The proof of the pudding is in the photo. 2. He's Art Editor on NMS - but he still sits close enough to me to cause me to hold my nose every time he mixes up his Big Beefy Boy Banana Brew. 3. Yeah. 4. Details soon.



▲ *An intensely fascinating set of Menacer-related screenshots here.*

CHEESE PACKERS

Dear Jaz
I have a few questions that, if you answered them, would make me incredibly, mind blowingly ecstatic.
1. Are there any plans to bring out Road Riot or any of the Final Lap arcade games?
2. Will there be a sequel to F-22 interceptor?
3. Is the Mega-CD worth getting?
Peter Weber, Solihull, West Midlands
JAZ:1. Road Riot is already available and it's absolute cack. Final Lap isn't scheduled for release. 2. There are no plans at present. 3. Once there are more games available for it, yes.

CHEESE AROUSERS

Dear Jaz
Please answer these questions.
1. On 'Digitiser' on teletext it has those phone-in comps you can win a Street Fighter Final Victory version. Is this the Turbo version? If not what is it?
2. Why don't you have a subscription offer with some T-shirts or a

binder?
3. A back issues offer would be good as well.
4. At the CES show did you actually see screen shots of Mortal Kombat? If so what did it look like?
Hinesh Mehta, Coventry
JAZ:1. It's a yo-ho-ho pirate version. 2. Keep watching. 3. Don't hold your breath - we hardly have any mags in the office for ourselves! 4. I haven't been yet.



▲ ***Outrun 2019 in all its glory.***

CHEESE CUTTERS

Dear Jaz the wheelie king
I'm getting a Mega-CD so it would be cool if you could answer these questions for me.
1. Is there any chance of Rad Mobile or Powerdrift coming out on the Mega-CD?
2. I read in Sega Pro that there might be a Guns n' Roses Make My Video. Is this true as I don't trust them.
3. In your preview of Final Fight you said that there's a 'naughty' mode on the coin-op. How do you get this to work?
4. I am interested in computer journalism as a career and have sent a review with this letter. Am I wasting my time (be honest)?
5. Is Outrun 2019 significantly better than the other Outrun games and will there be an Outrun game on the Mega-CD?
Peter Bailey
JAZ:1. Both Rad Mobile and Power Drift have been slated for cartridge release for ages - but nothing has been seen of them as yet. 2. I haven't heard anything about it yet - I'll keep you posted. 3. Only the arcade operator can switch this on. 4. The person who sorted the letters this month lost it, so I can't tell you. 5. No and not at the moment.

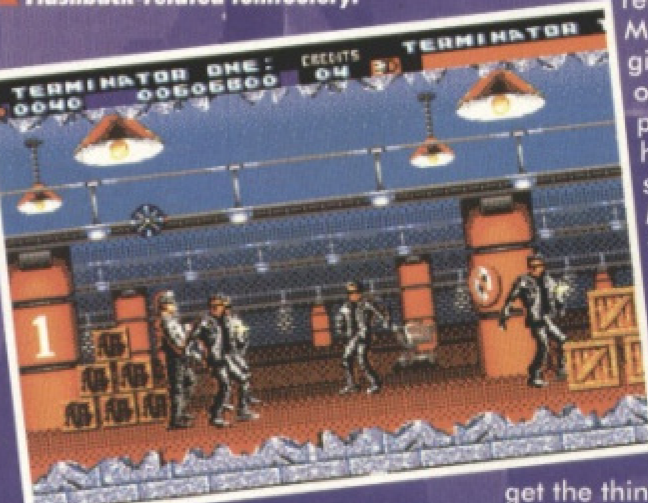
CHEESE DETECTOR

Dear Jaz
I am 17 and in my last year at secondary school, please can you answer my questions for me.
1. How do I go about becoming a games tester for any major software company like EA?
2. How do I get companies to produce my ideas for games?
3. Do you write your ideas for games on paper first?
4. I love in Ireland and want to know would this be a problem living so far away from major software companies?
5. I have played computer games since I was eight, first on a Commodore then on an Amstrad. I know what makes a good game and what makes a bad one. Would this be good experience if I was to become a games tester?
6. Do people be fully employed by companies to think up ideas for new games?
Oliver McGettigan, Letterkenny, Co Donegal, Ireland
JAZ:1. Write to them with a CV. 2. Write to them with your ideas. 3. Yes. 4. Yes. 5. Obviously.6. Yes.

CHEESE FETISHIST

Dear Jaz
I know that everyone else starts their letters off this way and Andy McV is getting a bit brassed off typing it each time but... Please answer my questions.
1. Will there be a Mega lo Mania II?
2. My friend says that in Sonic 3 both Sonic and Tails catch a disease and they deteriorate and at the end Sonic and Tails die. Is this true?
3. Is there going to be an Ecco 3?
4. What is the best out of Flashback, T2 or Jungle Strike?
5. Is Populous II any good?
6. In Boots' catalogue I saw a game called the Simpsons. What happened to it? Was it scrapped because it was crap or what?
Andy, Gwent
JAZ:1. There are no plans at present. 2. What absolute bowl locks. 3. Aren't you forgetting Ecco II, or are you working on a special Gwent numerical system? 4. Jungle Strike. 5. No. 6. It's alright.


▲ ***Flashback-related tomfoolery.***



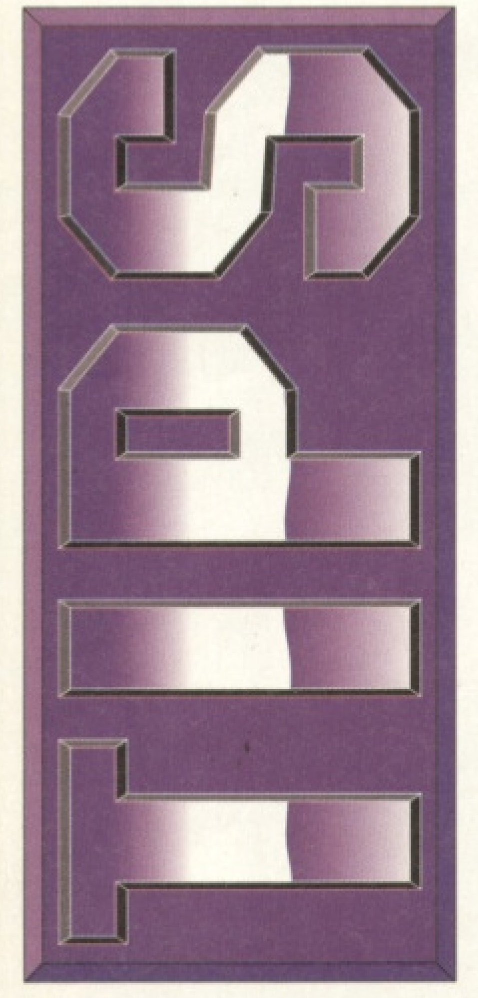
▲ ***Terminator 2: action ahoy!***


▲ ***A bit of stealth in Jungle Strike.***

CHEESE LORD

Dear Jaz
I'm writing to ask if any other readers have had any problems in connecting their Megadrive to their Mega-CD. I purchased my Mega-CD on the 2nd of April after seeing your promotional video and being given a demo in a shop - I was very impressed. I rushed home and set up the units as instructed, turned on the Megadrive but the Mega-CD showed no sign of life. After having it tested at a friend's house where it worked, i tried again, but to no avail!I returned my Megadrive and was given a brand-new one, but the same problem occurred. I have now ended up swapping my new Megadrive for my friend's unit in order to use my Mega-CD. All machines in question have been 'official' units yet it has taken three Megadrives to get the thing to work! Am I just very unlucky or is there a problem with Sega's design? As I understand a newer design has the units connection to be a horizontal one, could this be why? I'm still very impressed with the unit, despite all the trouble I've had.
Ross Sillifant, Holsworthy, Devon
JAZ:What a weird problem. You should have really contacted Sega about this.

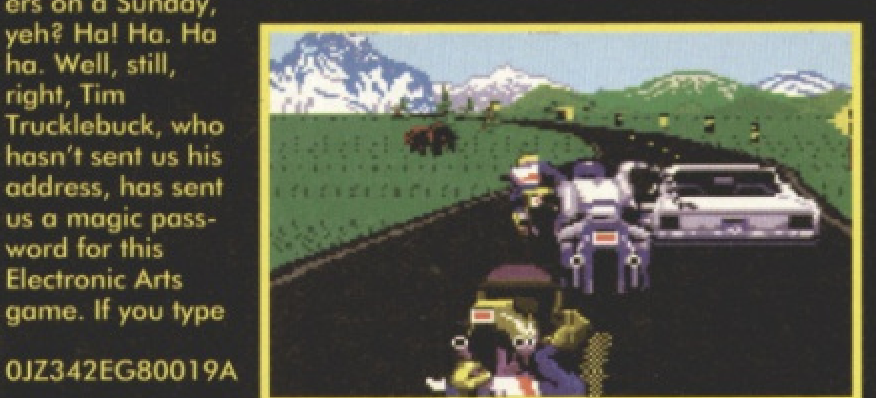

IT'S MEAN, IT'S TOUGH, IT'S BELOW THE BELT.
Welcome to the world of...
In the pit it's mean, it's tough and it's no place for the fainthearted. Take on all comers - The fighting is below the belt and rules don't exist. Survival and the prize money are all that matter. This is the world of the Pitfighter!
It's what the Master System has been waiting for!
SEGA from DOMARK
PIT-FIGHTER
DOMARK
SEGA Master System
SEGA is a trademark of Sega Enterprises Ltd.
Pitfighter © 1990 Atari Games.
© 1991 Tengen Inc.
All rights reserved.



Hey! Right, like, er settle down okay? Yeah, hi. Hi. Yeah, call me Mike, I think we're all mature enough to use first names here. Okay, yeah, well I'm afraid Tips Vicar couldn't make it today, he said something about having to bury some joke, so I'm your like, stand-in. Don't think of me as a replacement, right, 'cause no one can replace any other human's part in your life, right? But anyway, what were we doing? Oh right, the June Tips Section. Yeah, well I normally do April Tips, but I'll do my best. Don't forget you can win a software prize if your tips are good enough, but remember, monetary incentive is just the weapon of the crypto-fascist power junkies, right? Hey — and I bet you hate the police, right? Anyway, if you'd like to help your fellow games students, send your tips to PLANT A TREE IN MY NAME INSTEAD OF GIVING ME A PRIZE PLEASE TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

ROAD RASH II

Hey, I remember when I used to go skateboarding when I was a kid, right, and we had to wear all these pads and stuff to stop us getting road rash. It was really bad, because our ridiculous flared trousers and kipper ties were more than enough to protect us. But, right, skaters are still getting a raw deal off the state, yeh? I mean, you're not allowed to skate stupidly fast in crowded shopping precincts and pedestrianised areas or flip your "deck" off old people's cars or anything. Next they'll be outlawing wearing trainers on a Sunday, yeh? Ha! Ha. Ha ha. Well, still, right, Tim Trucklebuck, who hasn't sent us his address, has sent us a magic password for this Electronic Arts game. If you type



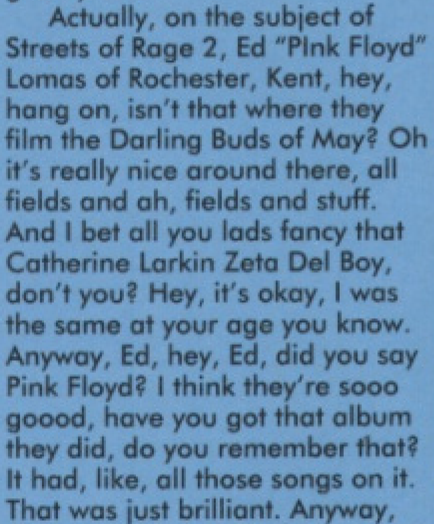
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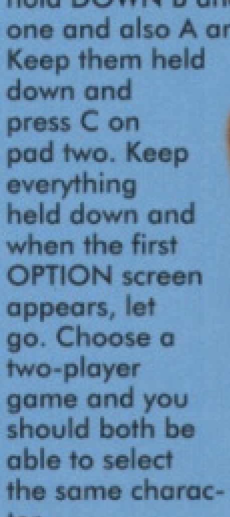
STREETS OF RAGE

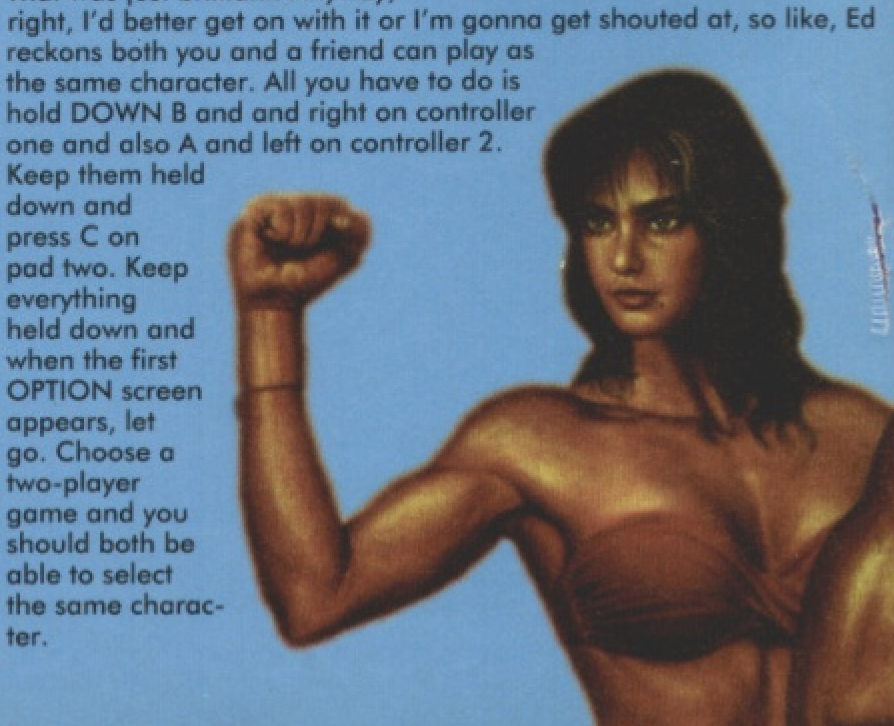
Hey, what kind of music do you kids listen to? Hey, I'm just asking for a bit of "feedback", right, so don't think I'll come down heavy if you like Ice Bucket or Casual-T or Metalthrax or one of those other "grunge" bands, right? Hey — I like the Moronic Street Poachers myself. Anyway, Stephen Flynn of Sapcote, Leicestershire is a bit of a "techno" fan, and he's found that if you go to the options screen and listen to tunes 01, 02, 08, 09, 13, 17, 18, 19, 21 or 25 through headphones (hey — ever considerate to those in the same room there Steve) you'll find some of the tunes aren't in the game, and others have "got some ace stuff added to them" or so he says! Hey — get down you groovy cats!



Actually, on the subject of Streets of Rage 2, Ed "PInk Floyd" Lomas of Rochester, Kent, hey, hang on, isn't that where they film the Darling Buds of May? Oh it's really nice around there, all fields and ah, fields and stuff. And I bet all you lads fancy that Catherine Larkin Zeta Del Boy, don't you? Hey, it's okay, I was the same at your age you know. Anyway, Ed, hey, Ed, did you say Pink Floyd? I think they're sooo goood, have you got that album they did, do you remember that? It had, like, all those songs on it. That was just brilliant. Anyway, right, I'd better get on with it or I'm gonna get shouted at, so like, Ed reckons both you and a friend can play as the same character. All you have to do is hold DOWN B and and right on controller one and also A and left on controller 2. Keep them held down and press C on pad two. Keep everything held down and when the first OPTION screen appears, let go. Choose a two-player game and you should both be able to select the same character.











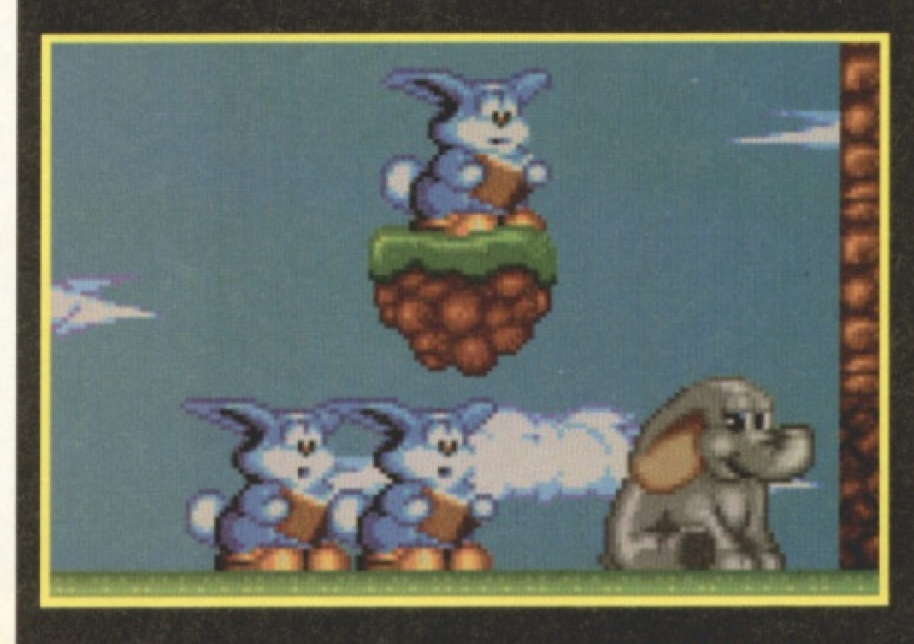


Hey, right, did I ever tell you about those astronauts I was at poly with? They were really good blokes, right. They used to make this herbal tea and then sit and talk about space for ages, kind of staring out of the window like they wanted to go back there some day. I think that was a pretty poignant sort of occurrence, you know? But they kind of got thrown out when one of them painted his backside blue and starting walking around the rooftops talking to himself. Space Fever I should imagine. Anyway, if you've got Starflight, which is all about astronauts as it happens, and you want to get ten million monetary units and unlimited fuel all you have to do is go to Starport, pause the game and press A, B, B, A, C, UP, DOWN and C. Thanks to our lunar pal Tim Van Holder from Mechelen in Belgium.

ROLO TO THE RESCUE



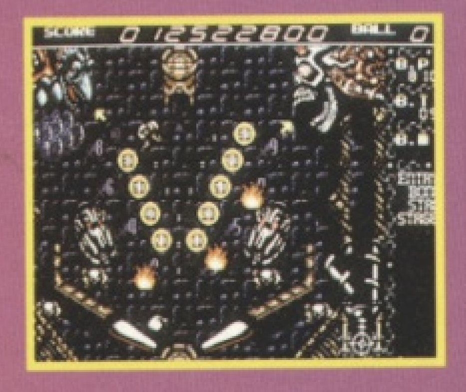
Hey, this is a really touching game, actually. Like, all those elephants are being wiped out by the destruction of the rainforests and that big hole in the ozone, right, but this baby elephant still finds time to help out other endangered species like rabbits, squirrels. Right, I remember when there were loads of squirrels and rabbits and cows and stuff in all the fields, but now, it's just grass and animals. It's terrible. Hey — but I sound like your grandad here, right? Anyway, if you'd like to save the environment at minimal risk, Mr Noname has a great cheat for Rolo. It opens up the whole map, grants Rolo infinite lives and also makes him invulnerable. A bit like that Game Genie code we gave out last month, but it doesn't need a Game Genie. Anyway, if you want to know how to do it, just press and hold UP/LEFT, A and C. Now press RESET, but keep holding the buttons for about five seconds, then press B. A special options screen should now make itself apparent. Hey, great it means you never have to give anyone your last Rolo! Oh, he he, that was a good one.



DRAGON'S FURY

Oh hang, on, *that* was the name of the band that did Swiss Army Knife of Mauve (or was it Percolator?). Dragon's Fury, god, I remember them. Right, me and my mates used to be real hippies, you can probably still tell by the fact I drive a 2CV, but anyway right, I had really long hair, well, nearly, but my mum wouldn't let me grow it. Anyway, me and my mates used to go down to Dragon's Fury gigs and do the most outrageous things, right, we used to like, drink beer, well, once we'd turned eighteen and could get served at the bar, and when the band came on we used to go absolutely mental and like, jiggle our arms about and stuff. So like, don't be afraid to freak out and let your hair down, because I've been there too you know. What's that Perkins? The tip? Oh yeah, right, well if you enter



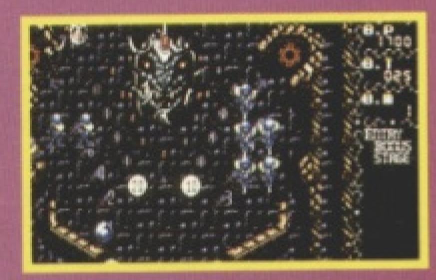


5IBW4L5KUN

as your password in this ace pinball game you get 52 balls and a starting count of 15949300 points! Christopher White of Haslemere in Surrey reckons he found that out by accident when the game crashed. Yeah right Chris, we know you're just being modest, but there's nothing to be ashamed of. You know, you should be proud of your achievements.



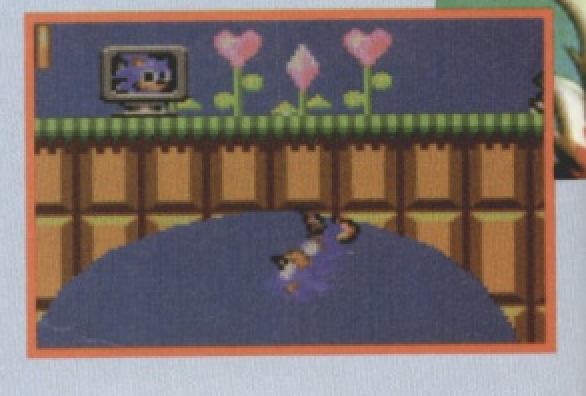




SONIC THE HEDGEHOG

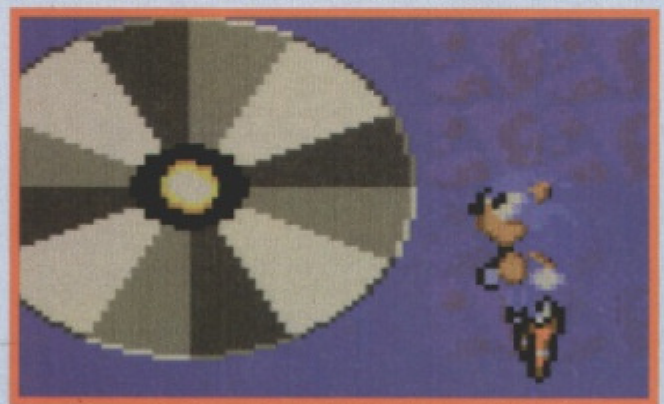
Hey that reminds me, do you like my new T-shirt? It's a pretty good picture of Sonic isn't it? Look at him with his necklaces and that groovy haircut and beard. Oh, yeah, well Tomkins, I knew it was a Mr T out of the A-Team shirt, you know, that was just my little joke, you know, anyway, get back to your tips, right? You're not here to enjoy yourself — although that's all the fault of 'The Powers That Be', right, that's why I try and fight it from within, right? Hey, rock 'n' roll! Anyway, Brian Doyle of Fairview, Dublin has a pretty good sounding cheat to turn yourself into Super Tails! First off go to the options screen and listen to tunes 19, 65, 09, 17 on the sound test, upon which you should hear a ping noise. Now wait for the title screen and press A and START for the level select. Once you're there go down to the sound test and enter 04, 01, 02, 06 followed by 01, 09, 09, 02, 01, 01, 02, 04 (the Debug cheat). Before you choose your level hold DOWN A and START. Now turn into a ring and create 50 of them, jump in the air and you'll turn into Super Sonic. Now turn into a teleportation box and press C. Break it open and then both Sonic and Tails become superpowered. Also, once you've done this turn Sonic into one of Robotnik's creations and keep on pressing button C to boost your lives meter!

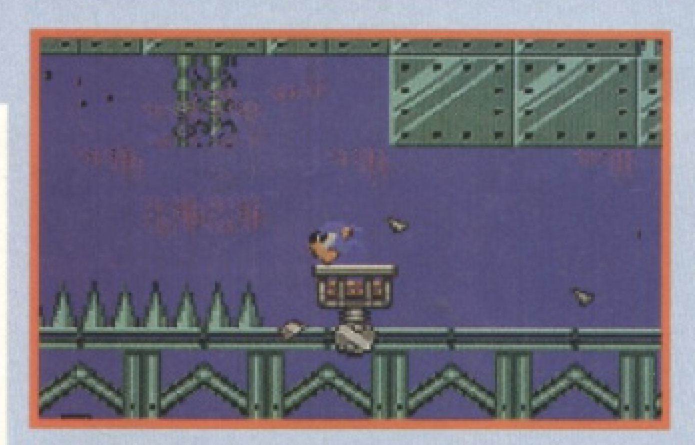




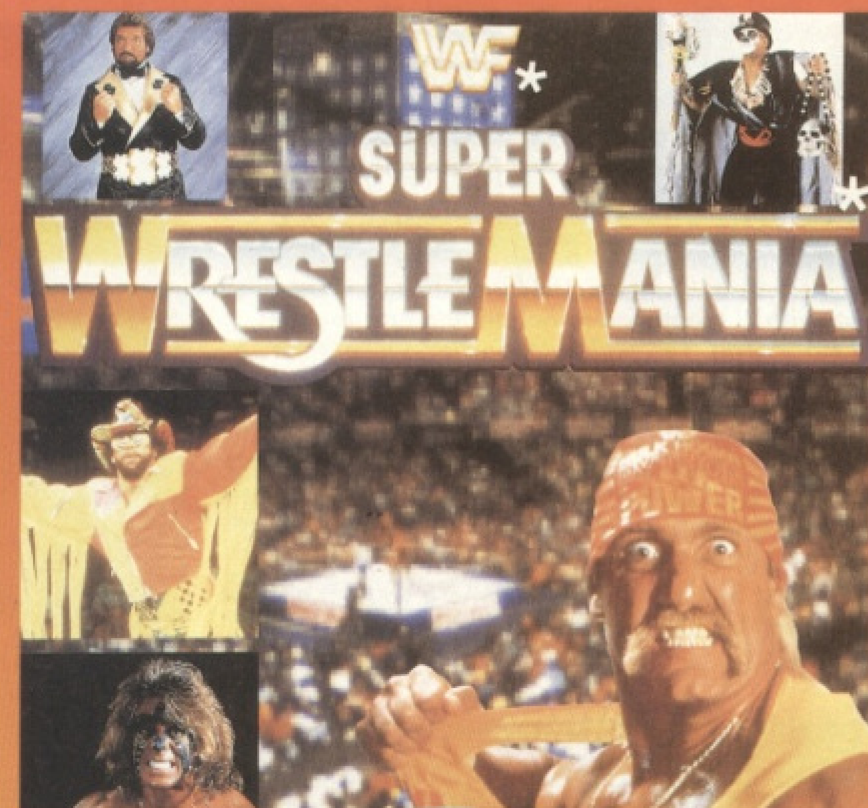








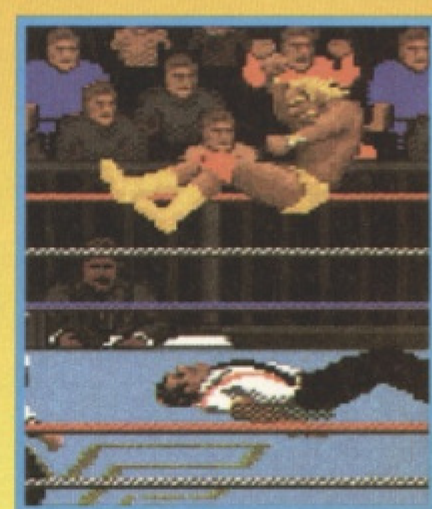


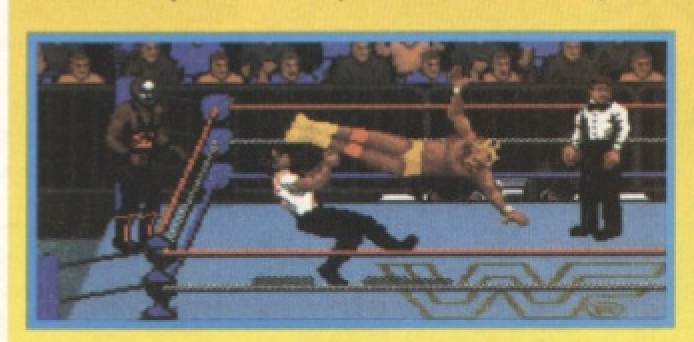


WWF, hey, that's pretty trendy right now isn't it? It's like those Adolescent Radioactive Black-Belt Hamsters, they're pretty "with it" too. Actually, I've seen that cartoon with those mutated things in, and I just think it is sooo funny, the way they keep on eating kebabs and stuff before they go out and beat up the baddies. And it's really well researched too, like when that Picasso one had to stop that giant computer robot, and he just, like, reversed the polarity and short-circuited it, that was really clever. I mean, hey must have a scientist on to show them how to do that, and then they had to animate it and everything. God, I don't know where they get their inspiration from. So, anyway, what were we talking about? Oh, yeah, that's right, mutant animals. No, wrestling, that's it. Anyway, if you're a wrestling fan, and hey I am a bit myself, I've just been watching the major league Big Daddy versus Giant Haystacks match on Sky S Sky, and it was so exciting. But anyway, there's this cheat, right, that Adrian Holliday — hey, wasn't that that Haircut 86 song? — sent in. First of all, get out of the ring and wait for your computer opponent to follow you. Now get back into the ring and climb up onto the turnbuckle. When your opponent gets back in the ring press DOWN/RIGHT and the A and B buttons. When your opponent starts to back off your wrestler will pounce and always always land on his foe. Repeat this process until your rival's energy is completely drained and then pin him for an easy victory. Although, hey, right, this is only a game, right? And you've got to make sure you work for your victories in life, yeah?



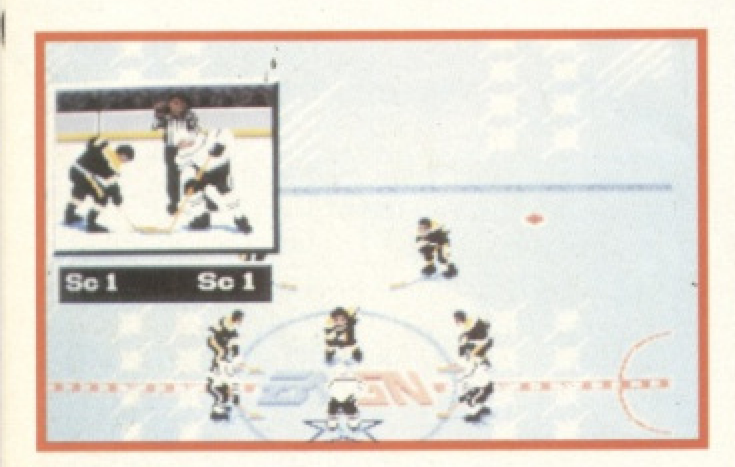


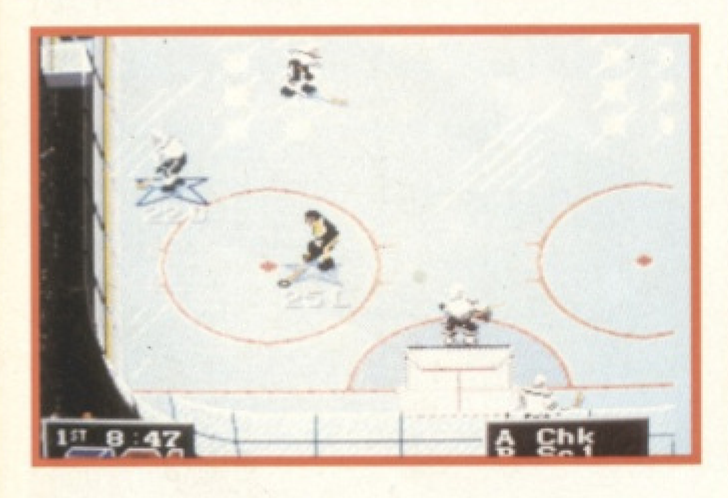




NHLPA HOCKEY '93

Hey, that was that line in that Sex Pistols song, right? Oh, maybe you're a bit young for that, but it was, right. Well, not quite, but it was a pretty good play on words. It would have been pretty funny if you'd got it. Anyway, I'd better stop faffing about and get on with it, right? Time waits for no man and so on, yeh? I mean, we're not getting any younger. Ha! Ha. Ha ha. Yes, well look Basher, I'll "get the @*& on with it" in my own time, right? And look, right, I'm not gonna come down heavy on you, but, like, do your parents know you use language like that? And do they let you smoke cigars at home? But anyway, if you want to do well in the playoffs in this game but you keep losing, simply wait until the EXIT GAME option comes up and press the RESET button. You should now continue from where you left off. But remember, ice hockey is a barbaric sport.







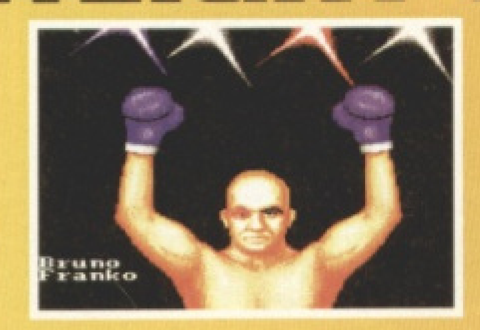


Listen up all you Megadrive owners!" proclaims Shane from Northernmoor, Manchester. Hey, Shane, that's a pretty confrontational attitude. You should just chill out a bit, yeah? Just relax, don't get so het up, right? I'm sure plenty of Megadrive owners will "listen up" when they see how good your Galahad tip is. You know, it's just like Satre said "Hey man, be cool", and I think that's a sentiment we can all learn from, yeah? But the tip, right, runs like this — if you enter LTUS on the OPTION screen of you get infinite lives, and if you press buttons A, B and C at any time during play you'll skip to the next level. Hey, hang on a minute, that tip was in my last Tips Section, get the heck out of here, copying tips is a really heavy thing, right, and don't think I don't notice. Get to the Mark out of the Game Genie Hotline's office right now, okay? Go on, right now.

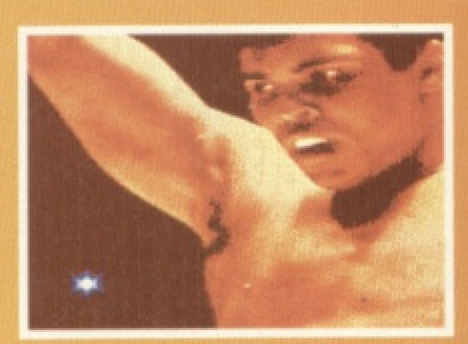


MUHAMMAD ALI'S HEAVYWEIGHT BOXING

Hey — "if the mountain won't go to Muhammad, then Muhammad must go to the mountain", yeh? What's that, Perkins? What does it mean? Well, you know, it's like, if you can't lift something really heavy then you should get more exercise and climb hills, yeah? Well, anyway, this game about the famous



prophet's ascendancy to the top boxing title has one of those ace password systems that usually have a couple of gear cheats in them. Like this one from Peter Brodie from Cronulla, New South Wales in Australia. Hey, Australia, right? Yeh, I bet you don't give a XXXX for any other tips section! Ha ha. Ha ha. Anyway, Pete, hey



we're all on equal terms here, you know, says that entering the code H070007Z has some weird effects. You'll find yourself playing as Muhammad Ali with a ranking of one, but with no wins or losses to your name. Your opponent is called Ali Muhammad, and he



SWORD OF VERMILLION

Hey, wasn't that that old progressive rock album? It was like this concept record where all the songs told the story of this, like, dancing Ork who used to entertain the Dragon King of Quithrannackaaaaaj, it was reaaaaally goood actually. Oh no, that was Swiss Army Knife of Mauve wasn't it? Or was it Tin Opener? Sword of Vermillion is that Megadrive RPG from years back isn't it? It's really excellent though, probably still the best role-playing game on the console.Apart from Altered Beast, that is. It was pretty hard I seem to remember, although I don't know if I ever played it. But still, Thomas Howell of Leeds has a tip to make the going a bit easier for, like, if you're a bit thick and you can't complete it on your own. But hey — we're not going to judge anyone here. Being thick isn't a crime, you know. Hey, you might not believe it, but I was thick once you know, and it never did me any harm, yeh? Oh, but the tip, right? Well, on the title screen plug the controller in port 2 and press A B, C and START together for a pack of really good options. Yeh, hey, nice one Thomas.







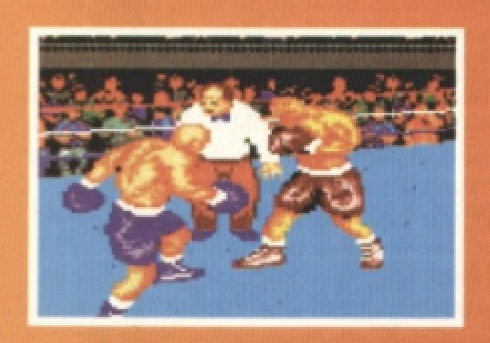
BIOHAZARD BATTLE

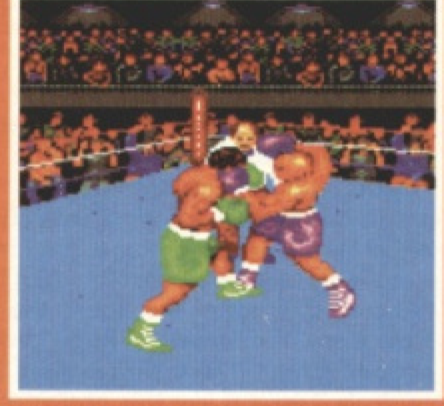
Tim Van Holder from Belgium is back again with a smart tip for this really good game. Hey, Belgium? I bet you just eat chocolate until you're *sick*, don't you? Hey, don't worry about it, I was the same as you when I was Belgian. He says that if you press and hold C on title screen, rotate the joypad to the right, and finally press START a level select makes itself apparent. But like, the biggest Biohazard Battle is the one the whale has to fight against man dumping ozone pollutants in the rain-forest. And Nelson Mandela.





looks just like your boxer but with white eyebrows, a white moustache and white gloves and shorts — hey, that's a powerful political juxtaposition, right? — and despite the fact he looks, like, past it, he's the hardest boxer





ever. And you know, I think there's a lesson in there for all of us. Somewhere.



DEADLY MOVES



You know, Neil Foster and Richard Shilson from Keyham near Plymouth in Devon are really quick on the uptake. This game's hardly been out and they've already sent in a great tip for it. Rapidityness, that's gonna be today's word, right. Let's write that one on the blackboard. Hey, tell you what, Neil and Ricky, why don't you write it yourselves, as, like, reward for your efforts. Yeah, whatever you say, maybe I'll just write it myself. Anyway, if you're struggling in this fighting game, and hey, don't think I don't know what it's like to have sand kicked in your face, then just enter the code

EVV99P2AQ7

and you'll find yourself confronting the last opponent. Mind you, if you were having trouble up to then, you haven't really got much of a hope against him, have you? But hey — don't let them get you down, just keep trying, right?

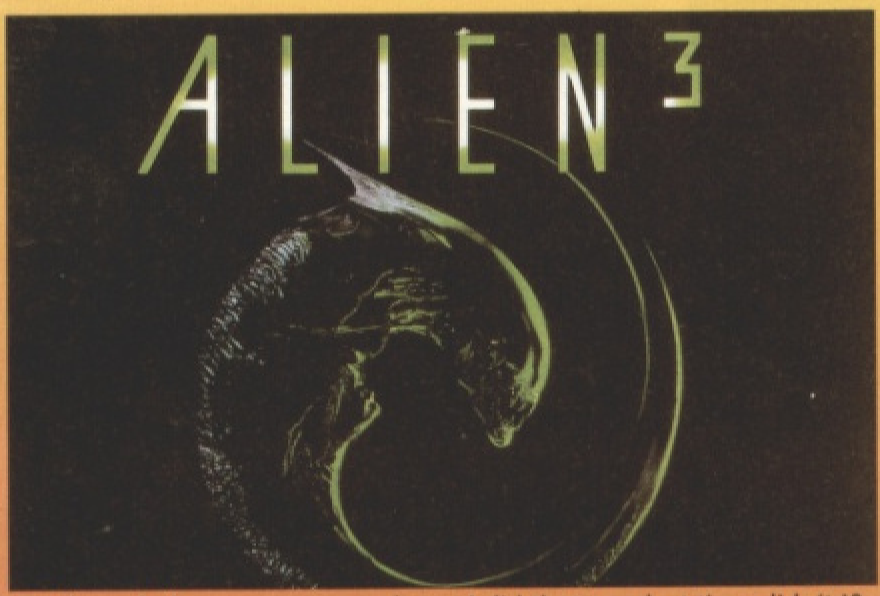




MASTER SYSTEM

WANTED

Hey, this is a real classic game. Well, it's really old anyway. And cars get called classics when they get really old, so there you go. If you want a level select on this old master, just pause the game on the difficulty selection screen, shoot the double exclamation marks, unpause the game and then shoot them again and voila! One level select.



Oh yeah, have you seen...oh no, I did that gag last time didn't I? Oh. maybe I'm just running out of ideas. Well, right I did go on an 18-30 holiday with this alien once, yes Jenkinsonthorpethwaite, they did have 18-30 holidays back then, it wasn't the dark ages okay? But anyway, this alien had this great trick he used to do right, he extend his mandibles and drink someone else's beer, right, and then when they turned around to reprimand him, he'd spit acid in their face and rip their heart out! Oh, he was such a card. A bit like Alex Doehler, who is responsible not only for this tip but for the Wanted one above, so double thanks go to him, right? Anyway, if you want to start the game with some extra ammunition, go to the CONFIG screen and choose two-player mode. Get killed, go back to the CONFIG screen, select one-player and then continue. Hey presto — extra bullets!

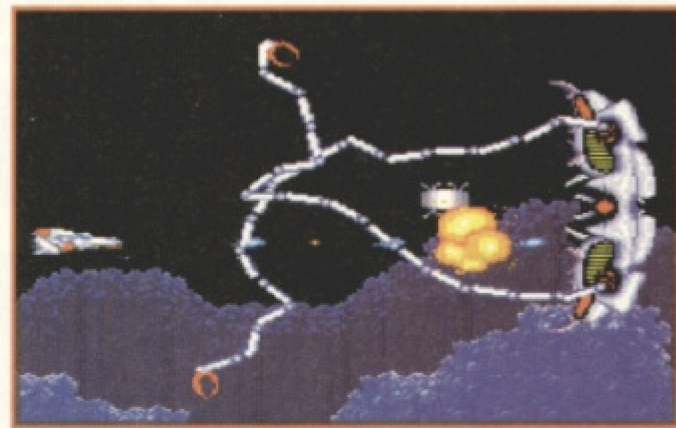
HOW TO COMPLETELY KNACKER YOUR MEGADRIVE IN ONE EASY LESSON — LESSON TWO

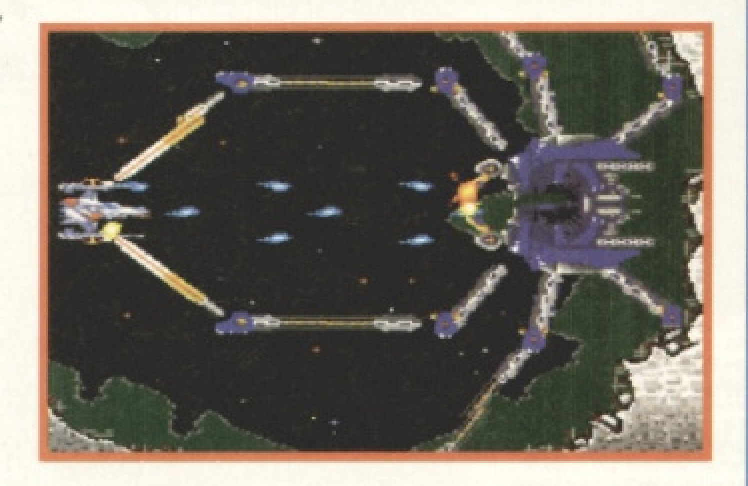
Right, if you want to ruin your console and invalidate your warranty but you didn't manage to do it using last month's great tip, James Wilson, aged old enough to know better from St Albans, Herts, has a great, and utterly pointless way disguised as an infinite lives cheat for the original Streets of Rage. First insert the World of Illusion cart (not supplied), reset the console when the music starts and immediately rip the cartridge out of the slot — the blue Sega logo should be on screen). Now insert the Streets of Rage cartridge and press RESET. Go to the options screen, there should be a load of jumbled up letters next to the controls. Leave it like this and your controls should be A for attack, B for special attack and C for jump. When you start the game you should now have infinite lives. If this doesn't work the first time try again until your Megadrive is completely worthless. Um, hey, like, don't try this at home kids, yeah? Anyway, as I was saying about this Vulcan I went backpacking with, he said "Strange, this...Earth humour" etc etc etc.

SOL FEACE

Hey hey! Ed Lomas returns with a really cool cheat for Sol Feace, or Sol Faeces as we used to call it at Uni, god we were *so* wicked back then. I remember this time when we all sat in a lecture and took it in turns to hum, so the lecturer couldn't tell who was doing it. God, we thought we'd drive him mad in the end. Except he totally ignored us for some reason and used to just keep on and on about sociology and stuff. So, right, Ed has this tip right, He says on the title screen (where it says Press START) you should press buttons A, B, C, A, B, C, B, C, B, A in that order, You should now hear a noise which tells you that you've got it right. Now press START and enter the CONFIG mode, and at the bottom there should now be two new options — START and MODE. You can choose your starting level using the START option, and if you highlight MODE and press RIGHT until MY99 appears you now have 99 lives too. Also, once the cheat mode is in operation you can play in slow motion just by pausing the game and repeatedly hitting the fire button (although an autofire makes this easier). And that's not all, you also have the option to skip levels by pressing A, B and C together whilst playing. That's a really good tip Ed, hey, don't look embarrassed, right, it's not like the rest of the group will think you're a girly swot and pick on you after the Tips Section you know.









Actually, that title reminds me of the time I went to India, oh, hang, on, it might have been Portugal. No, I've never been to Portugal. Or India, actually. No, it was the time my mum and dad took me to the fair when I was kid. Anyway, right, there was this, like, snakecharmer bloke called Tony the Fakir, right, and he used to charm snakes. But the amazing thing was, right — *they were dead!* Right, he used to put this little hook into the basket of snakes and on his *Cobra Command* ha ha he used to pull a snake out and make it wiggle about. It was *amazing*, I'm telling you, and I found out how he got his name — all the audience used to shout "you absolute fakir" at him. Anyway, right, back to the game. That old dog Tim Van Holder has sent in yet another amazingola tip, right, for a level select and debug mode on Cobra Command. First off, go to the CONFIG mode. Now press DOWN, LEFT, RIGHT (upon which you'll hear an explosion), RIGHT again and UP, when you'll hear a second explosion. The first one signifies the TRAINING Mode (a level select) is activated, and the second means the DEBUG mode is loaded. On the screen saying New York — Stage 1 use LEFT and RIGHT on the control pad to select your starting level, press START during play to skip to the end of the level and hold down A, B and C for the DEBUG screen, hexadecimals or reams of code overlapping the screen. If debug mode proves too distracting just press A, B and C again to turn it off.



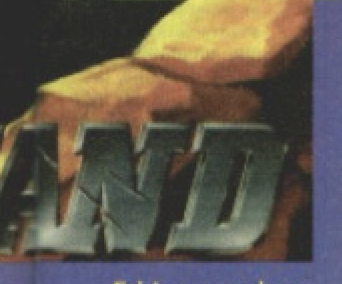


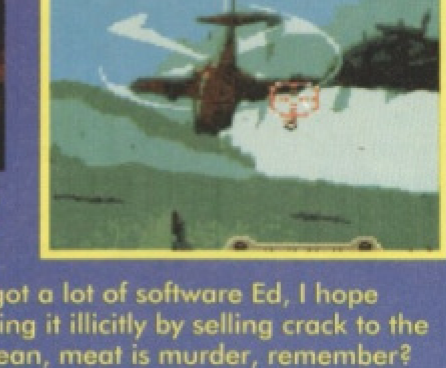
EARNEST EVANS

That's a bit like the old proverb, isn't it — "Earnesty is the Best Policy". Ha! Ha. Ha ha. Anyway, time's marching on, so here's the tip. Pause the game on any level and press UP, A, DOWN, B, LEFT, A, RIGHT and B. You should now notice that you've skipped to the next stage. And remember, there's nothing wrong with skipping, right? Men should explore their feminine side more often and skip and do sewing and that. It's really good for the psyche, yeah? Oh by the way, uninhibited New Man Dean Wilson from Skellingthorpe, Lincoln sent that in.





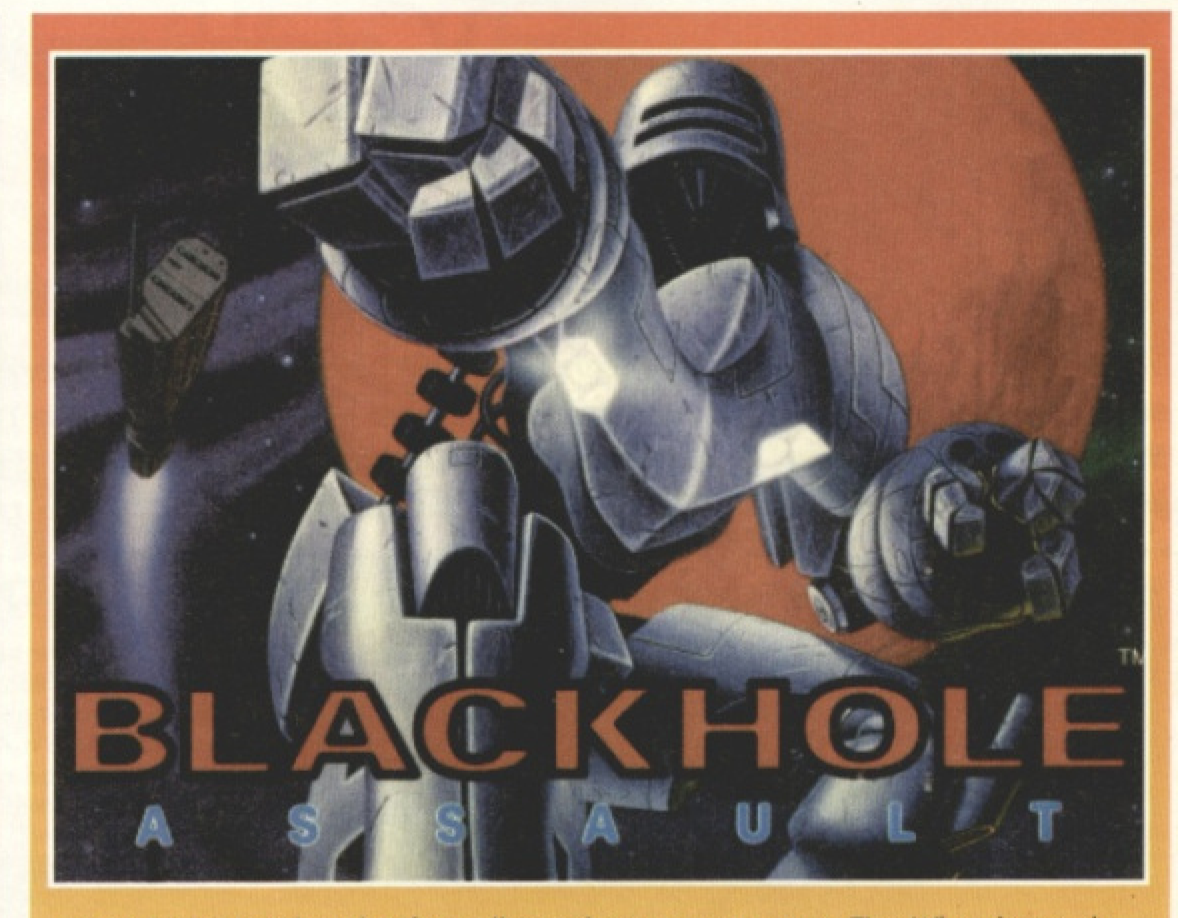




Ed Lomas also has a cheat for this game too.
Hey — you've got a lot of software Ed, I hope you're not gaining it illicitly by selling crack to the kids, okay? I mean, meat is murder, remember? And global warming. Anyway, on Cobra Command, if you use autofire on your joypad (if you've got an autofire function) neither your auto-cannon or your Vulcan missiles ever run out. If you just put autofire on and keep the buttons held down your helicopter fires loads of missiles and bullets without ever using any ammo! A bit like Blue Airwolf, yeah? Hey, Vulcan missiles? Did I ever tell you about the time I met a Vulcan when I was backpacking? Remind to tell you some day, right, but now we'd better get on with the rest of the tips.







Actually, I've just thought of a really good pun on your name, Tim. What do you do for a living right? I bet you're a...van......holder. Yeah, well you had to be there I suppose. Anyway, Tim Van Holder (see, Van Holder, right, get it?) has a wack cheat for this early Mega-CD game. Actually, there's a thing, have you seen those adverts for the Mega-CD in that comic, Vids? I thought it was a guide to rental films, but it turns out it's this reeeally controversial comic and it has all these rude words in and stuff. Oh, I nearly died laughing, right, there's this character called Dennis the Menace, right, and he goes round firing pea shooters at this soft kid, right, oh it's hilarious. Although of course, there's nothing wrong with being soft, right? It just means you're more sensitive. Anyway, Tim has this cheat right. What you have to do is go to the name entry option and enter the following three names — BIGNET, AZY and MUTEKI. When you start operation BHA and choose BIGNET pressing START on pad 2 causes your opponent to crumble to the ground defeated. Choosing MUTEKI and pressing START on pad 2 makes you invincible, and repeating the procedure with AZY teleports you to a hidden Breakout type game called Black Ball Assault. Hey — what a hep cat!

KRIS KROSS
MAKE MY VIDEO

Actually, I met Kris Kross once, they were great kids. Well, I saw their video on MTV anyway. Have any of you kids heard of MTV? It's like this popular music TV station that they make in space and it's got all these bands on and stuff, and it's reeeally cool. Anyway, right, you can mess about with some of these prerecorded videos by Kris Kross, like Warm the Bus, that really famous one, and now, thanks to Belgium's Tim Van Holder you can also see some archive footage from the making of the game! Just press A, B, C and RIGHT when you're on the caller screen to access the little film, and just press START at any time during this to see even more hidden footage!





BUDGET BO

Much has been said of the high price of console games. However, in a master stroke, Sega have appeased the critics by re-releasing some of their older titles at budget prices — the average price for an ex-£40.00 Megadrive game coming down to a mega reasonable £19.99! Here's the definitive MEAN MACHINES guide to the pick of the crop.

CALIFORNIA GAMES

With an utter lack of decent sports games on the Megadrive, this game went down very well when it was launched. There's a myriad of typically brainless Californian pastimes for you to partake in, ranging from trying to keep a foot-bag airborne by flicking it off your various appendages, to surfing off of Venice Beach.

Some of the events such as roller skating are weak compared to the more action-packed sports, but in the end the game emerges favourably and is well worth a look at the new price.

There's room for four players and once you can complete each event you can always go back and try to better your own scores. A tad pricey first time out, but well worth the cash at the new budget price.

OVERALL 84%

▲ Phwoar, look at the lovely shape of that... surfboard

ALISIA DRAGOON

This simple story of one girl and her pet dragons received top reviews when it debuted last year, but presumably didn't sell very well, which is why it's now out on budget.

Alisia travels through a series of monster-populated caverns, blasting away at the local wildlife with the lightening bolts she produces from her hands. It may not sound like the most wondrous of games, but there's plenty of action, hidden levels and varied tactics involving the different lizards. Combine this with ace graphics and excellent sound effects and you're onto a real winner.

It was worth buying first time around and is well worth checking out now it's on budget.

OVERALL 88%



▼ Alisia feeds her favourite dragon its lunchime treat of candyfloss.

DICK TRACY

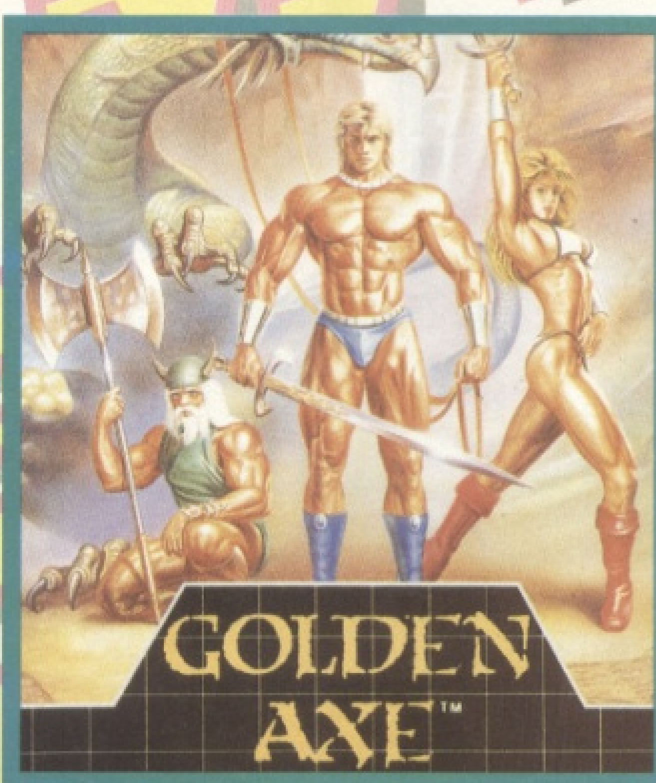
Despite being on the wrong side of ancient, Dick Tracy is still an extremely respectable game. Take control of Dick himself and bring justice to the streets by machine gunning anyone who gets in your way or smashing them about with Dick's fists.

The graphics are garishly coloured in the style of the film, with plenty of icky yellows and greens. This colour scheme doesn't work particularly well, but the quality sprites compensate slightly for this.

There are better games out there in the scrolling genre, but if you fancy a change and want to play a film licence that's actually some cop, you could do a lot worse than this.

OVERALL 77%

...NANZA!



▲ *Little known fact No. One. Gary Harrod was the inspiration for the guy in this picture. The one with the beard!*

GYNOUG

This is a peculiar shoot 'em up in that you don't pilot of space ship or similar death-dealing device, instead you control a rather wimpish, winged chappy, who has the ability to chuck energy bolts from his shield.

Although the main sprite is tad on the sad side, Gynoug emerges as one of the greatest shoot 'em ups yet released for the Megadrive! The graphics are truly awesome, with some fabby nightmarish graphics and stomping sound that's amazing when played through the stereo.

Along with the likes of Thunderforce IV and Hellfire, Gynoug is a classic Megadrive scrolly shooter and at the magic price it's an ESSENTIAL purchase for all self-respecting Megadrive owners.

OVERALL 93%



▲ *Ban this evil game now!*

GOLDEN AXE

After surviving the birth of its rather dubious sequel, which has also been released on budget, Golden Axe is still going strong.

You and a mate take control of either a dwarf, barbarian or sword-toting bikini-belle as you attempt to rid a fantasy world of its evil dictator — the twisted Death Adder. The characters have a decent amount of hack 'n' slash moves which can be tried out on the multitude of orcs and other scaly creatures from the darkside which assail them.

Don't even consider checking out Golden Axe 2. This is far better, if a little dated now. Worth the asking price if you haven't got it already.

OVERALL 85%

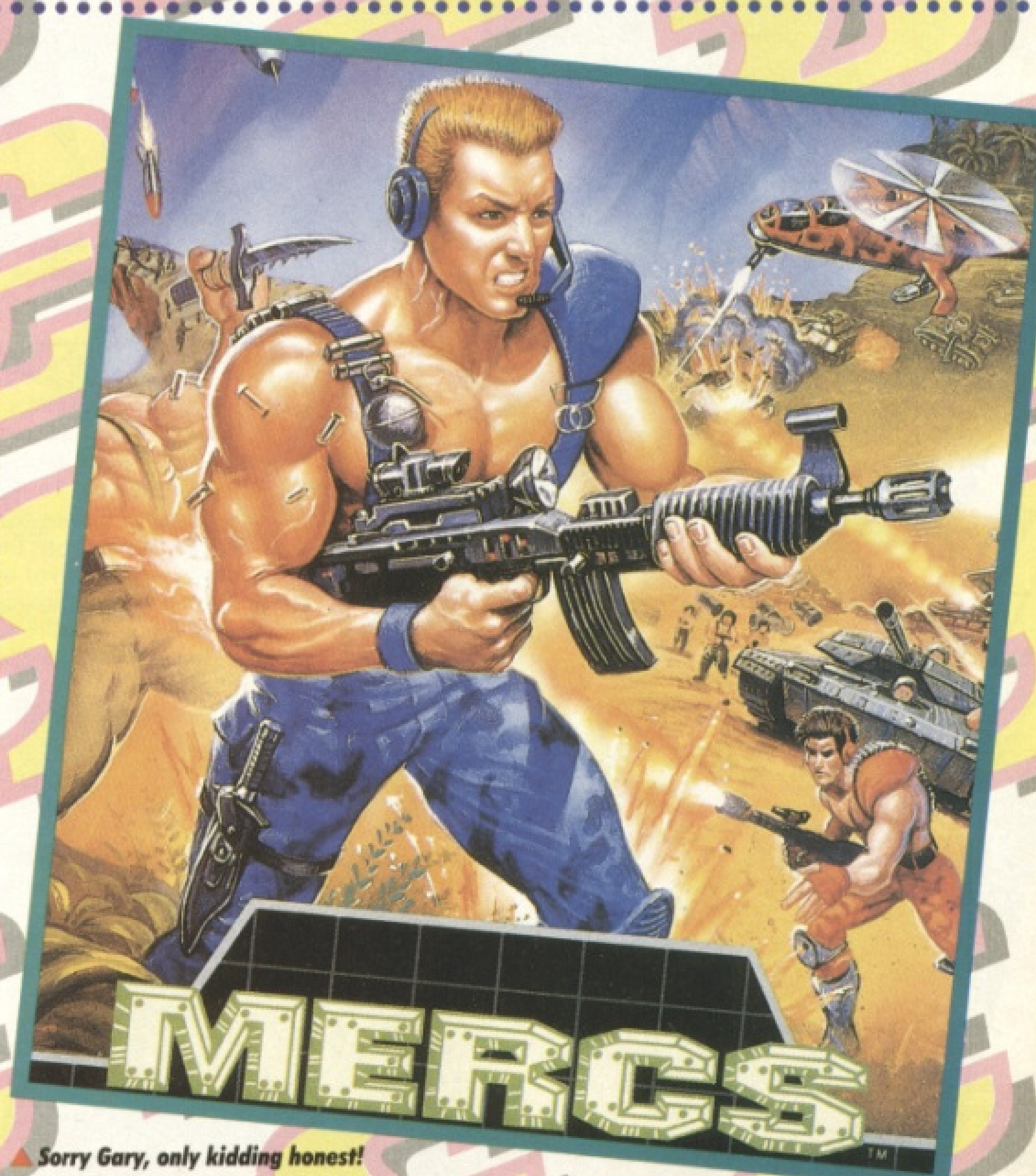
MERCS

For sheer challenge there's not much on the Megadrive to match this. Converted from the coin-op of the same name, your mission is to guide your super-hard soldier through enemy lines trouncing everything and everyone you encounter.

The gameplay is superb, with scrolling arcade action that's almost identical to the original monster Capcom coin-op! The icing on the cake is a second game mode with different levels and a different system of power-ups which force you to use a completely different strategy.

Once of the best action games on the Megadrive, and a very welcome addition to the budget range.

OVERALL 86%



▲ *Sorry Gary, only kidding honest!*

RAMBO III

Although the character is about as fashionable as a pair of sequinned flares, the game is still a strong Sega release. In true Rambo tradition you're called upon to free American prisoners of war by single-handedly taking on the Afghanistan army.

Even though the potential was there to create an incredibly dull shoot 'em up, Sega actually managed to produce a surprisingly addictive and varied action game. Cutting a swathe of death through the enemy lines is excellent fun as soldiers come thick and fast and there are several excellent weapons at your disposal.

Not everyone's cup of char, but for sheer mindless violence there's not much to top it.

OVERALL 83%



▲ I'm sorry. I can't really tell what's going on in this one.

▲ Hey, I'll have a kebab with large chips, diet Coke, bacon roll, two Scotch eggs and a samosa

SPIDER-MAN

Yoiks! Old webhead's enemies have banded together under the leadership of the Kingpin to deal with arachnid one once and for all. To make things worse they've also kidnapped his girlfriend Mary Jane and are threatening to drop her into a vat of sulphuric acid. With only few hours to save her and put the villains behind bars, this game has to be played at a frantic pace.

Spider-Man throws together loads of different elements and taxes your joypad skills every step of the way. The graphics are a little ropey in places, but the bosses and many of the nebulous enemy sprites are excellent.

Even though it's a couple of years old now, this is still one of the better platform games on the Megadrive.

OVERALL 81%

▲ Did you know that not only does he have spider powers but he eats his young too!!!

REVENGE OF SHINOBI

Converted from the coin-op of the same name, this was one of the top Megadrive games, way before the advent of Sonic — and even now remains the best ninja game for the Megadrive.

You control an utterly hard ninja warrior who's armed with a multitude of razor-sharp shuriken and an equally vicious sword. Hazards abound as he faces burning landscapes, dangerous factories and a horde of ninja-hating soldiers.

This is still a totally fab game after all this time, and one which should have a place in everyone's collection. A special mention must go to the music. Although this is one of the oldest Megadrive games, the tunes still rank as some of the funkiest the Megadrive has ever produced! Get this game NOW!

OVERALL 94%

LOOKBACK IN ANGER

Two more of the games in the budget list are gratuitously re-reviewed in the LOOKBACK section of MEAN MACHINES. They are 3D Blockout (which is extremely skillful and definitely worth getting) and Wrestle War (that's okay, but waaaaay too easy!). Check out page 104 for more detail.



▲ *Zero Wing and two young friends visit a pink chum. Probably.*

ZERO WING

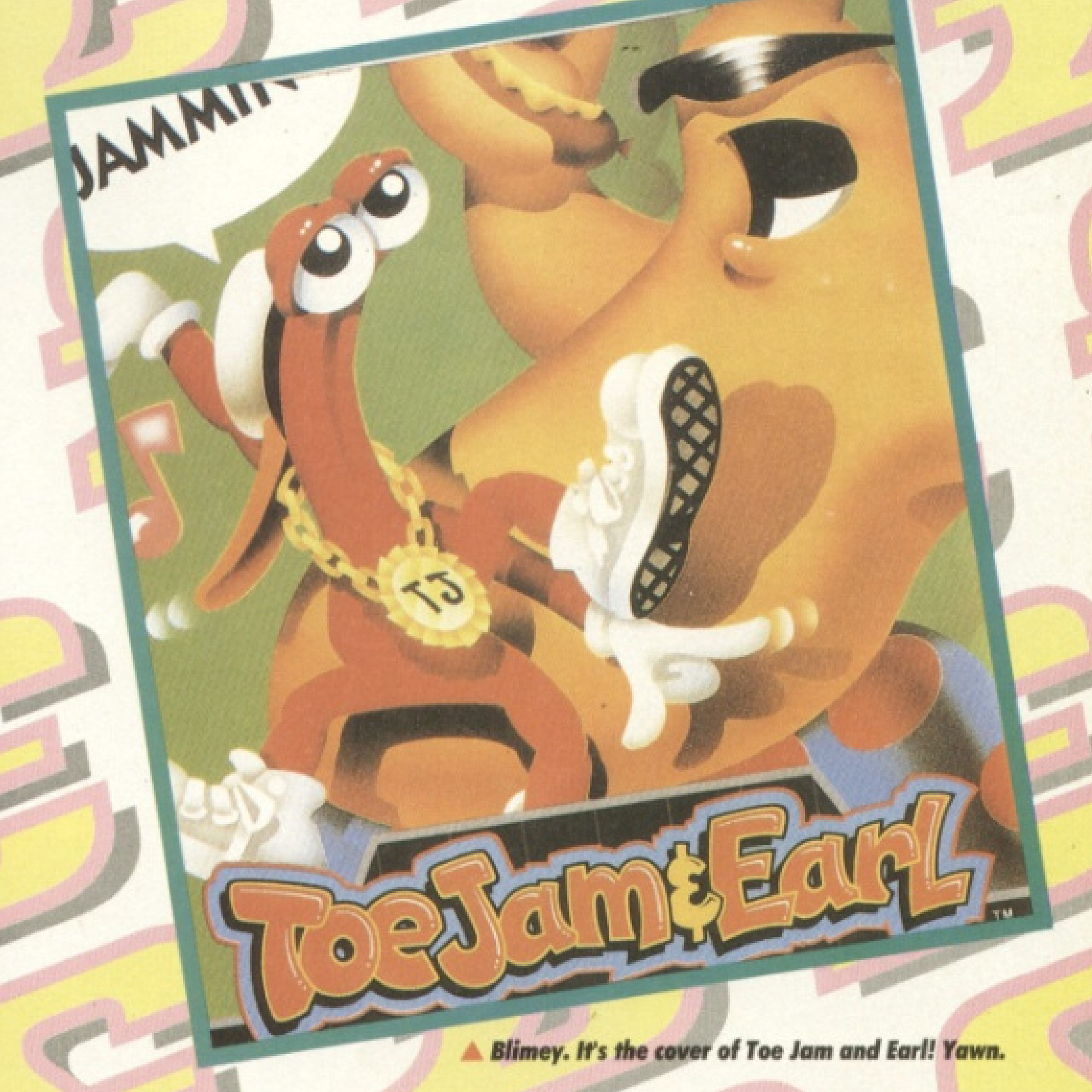
From the makers of Hellfire comes Zero Wing, a fabulous looking and sounding shoot 'em up. Basically, more enemy marauders from space have launched towards Earth and it's your job to blast them all in your Zero Wing fighter.

Although it's getting on a bit, this is still a rather smart shooter, with some intriguing ideas. It's not quite in the same league as Gynoug or Hellfire, but for shoot 'em up fans, it's an essential purchase!

OVERALL 88%

THE WORKS

3D Blockout	£19.99	91%
Alex Kidd in Enchanted Castle	£19.99	49%
Alien Storm	£19.99	71%
Alisia Dragoon	£19.99	88%
Arrow Flash	£19.99	29%
Art Alive	£14.99	-
Bonanza Brothers	£19.99	68%
California Games	£19.99	84%
Cyberball	£19.99	70%
Dick Tracy	£19.99	77%
Fatal Labyrinth	£19.99	38%
Fire Shark	£19.99	38%
Gain Ground	£19.99	41%
Galaxy Force 2	£19.99	51%
Ghostbusters	£19.99	78%
Golden Axe	£19.99	85%
Golden Axe 2	£19.99	78%
Gynoug	£19.99	94%
Herzog Zwei*	£19.99	67%
Joe Montana Football*	£19.99	43%
Last Battle*	£14.99	31%
Mercs	£19.99	86%
Moonwalker	£19.99	61%
Mystic Defender	£19.99	58%
Outrun	£19.99	60%
Rambo III	£19.99	83%
Revenge Of Shinobi	£19.99	94%
Shadow Of The Beast	£19.99	72%
Space Harrier 2	£19.99	62%
Spider-Man	£19.99	81%
Super Hang-On	£19.99	82%
Super Hydlide	£19.99	52%
Toe Jam and Earl	£19.99	82%
Toki	£19.99	46%
Turbo Outrun	£19.99	43%
World Cup Italia '90	£19.99	38%
Wrestle War	£19.99	59%
Zero Wing	£19.99	88%



▲ *Blimey. It's the cover of Toe Jam and Earl! Yawn.*





TOE JAM AND EARL

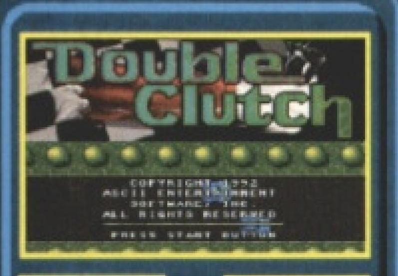
When it comes to weirdness this game goes home with all the awards. Toe Jam and Earl are two wandering space dudes who've had the misfortune of crashing their craft on a backwater planet.

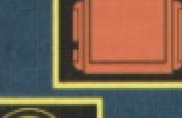
Inhabiting this world are an completely dodgy crew of insane dentists, crazed shoppers and other weirdos who are just hanging around for a laugh. The funkin' duo have to avoid these while tracking down the parts of their spacecraft, which are scattered over 20 levels. The most noteworthy feature of this game is its humour, which does grate after a while. That aside, this is extremely original and excellent fun for one or two players!

OVERALL 82%



DOUBLE CLUTCH







2 PLAYERS

PRICE	£34.99
BY	SEGA
RELEASE	JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY/MEDIUM

1ST DAY SCORE

EIGHT RACES COMPLETE

ORIGIN

Double Clutch is a derivative of games likes Super Sprint and Micro Machines — the overhead scrolly racing genre

HOW TO CONTROL

Simply use left and right to rotate and move forwards by holding down the A button — the usual control method for overhead scrolling racing games.

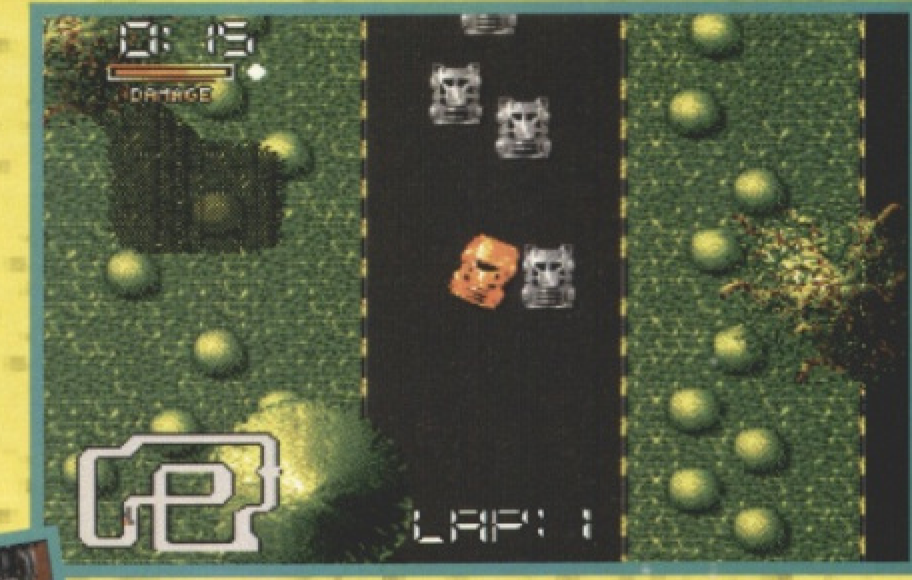
- **A** Accelerate
- **B** Nothing
- **C** Brake
- **S** Starts and pauses the game

HOW TO PLAY

Speed around the scrolling tracks and win races. Use the prize money to upgrade your motor!

Jump into your squarish speed machine and get ready to race! Double Clutch allows one or two players to participate in a fun-filled, highly dangerous racing calendar. Basically, the idea is extremely simple. Just race around the scrolling backdrops, dodging the opposition and speeding your way to the head of the field. Once you've completed three laps of this sort of excitement, the round ends. If you're one of the first three cars to finish the course, you're able to take part in the next race. If not, it's GAME OVER! Booo.

However, don't you think that Double Clutch is going to be a piece of cake. The problem is that adverse weather conditions hamper your performance. Be on guard for slippery roads and rain. Worse still, there's ice and snow on some levels making for some super-skiddy driving!



▲ *Hey you two, stop that canoodling. This is supposed to be a race!!!*

A CHOICE OF THREE

At the beginning of the race, you choose which driver you want to use during your Double Clutch season. There are three basic driving types: Lance Quick is your main man if you're after mega acceleration. Joe Thunder has the greatest tyre grip out of the three while Todd Wheeler is the man with the most powerful engine! If you're a cautious type, go for Pam Wilder, whose braking powers are second to none!



▲ *Race related action under the shade of the golden macaroons.*

COMMENT



Double Clutch is a pretty good racer; very fast, very smooth and quite playable. The graphics are well-defined, let down only by a lack of variety in the sprites. The sound though is a tad on the cack side, with awful tunes that don't really suit the action. There's some nice speech in there though to kick each race off. The real problem with Double Clutch is that the game is quite easy, meaning you can see most of the game in one sitting. Although the two-player option is quite a laugh, it doesn't really sustain interest. My recommendation would be to save your cash and wait for the amazing Micro Machines to come out.

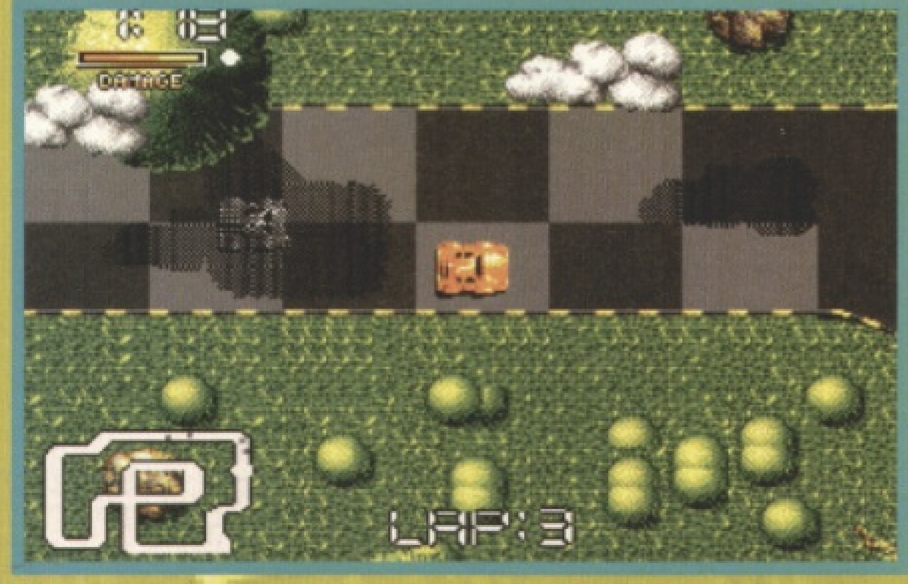






WEATHER OR NOT

There are three basic weather conditions in Double Clutch. Dry is the most favourable condition, where your car has the most grip. Extra care is needed if it's raining. Your car tends to slip off the road if you're not careful. The worst form of weather is undoubtedly snow and ice. It's highly slippery and the sheer amount of snow raining down on the course makes visibility very poor indeed.





▲ *The cars swerve to avoid the piles of albino dog mess.*



▲ *Noodle-oodle-oodle-overtakingontheinsiderelatedmalarkey.*



COMMENT



At first glance, Double Clutch just looks like a poor man's Micro Machines. And in fact, that's exactly what it is. The control method and game mechanics are pretty much identical, there are a fair few differences too. For a start Double Clutch has the ubiquitous power-up shop, a feature missing from the Codemasters title, plus a variety of weather conditions to hinder you. However the changes don't stop there. Double Clutch is a lot slower than Micro Machines. This is a fairly good, if overly easy, game. As it stands, it's not bad, but not quite of the stature of Codemasters classic cart.

PRESENTATION

77

▲ Some really decent player portraits and loads of options make this game quite presentable.

GRAPHICS

68

▲ Some nice definition on the backdrops...

▼ But the sprites lack variety and hardly look like speed machines — looking more like VW beetles!

SOUND

67

▲ Some decent speech kigks off each race.

▼ But the in-game music and effects are rather lacking, not suiting the high-speed action at all.

PLAYABILITY

72

▲ Double Clutch is instantly appealing. The urge to see the next level is quite strong. The two-player mode adds to the fun.

▼ Once you get used to the action, it loses its appeal

LASTABILITY

65

▲ A two-player mode helps lastability...

▼ However, the game itself lacks any real excitement and you do grow tired of it rather quickly.

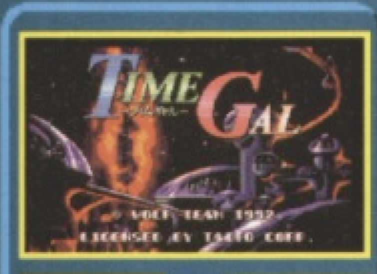
OVERALL

67

Double Clutch is fast and smooth and quite playable. However, in terms of content and excitement it's lacking compared to the forthcoming (and utterly fab) Micro Machines.



TIME







PRICE	TBA
BY	WOLFTEAM
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

COMPLETE ON EASY

ORIGIN

Based on the Dragon's Lair style of game — You know the sort of thing I mean...

HOW TO CONTROL

The joypad directions execute choice options, that vaguely reflect a direction Time Gal might move in

- **A** Shoot/Choose
- **B** Shoot/Choose
- **C** Shoot/Choose
- **S** Starts the game

HOW TO PLAY

Follow the directions shown on the screen to reach the zone end. Complete all sixteen zones, played in random order, to reach the doctor.

Peals of demonic laughter ring round the spirals of time, as yet another mad tyrant seeks to bring the Earth under his control. Whilst being escorted to a nice padded cell, the evil doctor Blond-Beard made a break for it, and managed to slip inside a time capsule that someone had carelessly parked in a 'no-waiting-mad-mega-lomaniacs-zone'.

More fool them, as now the crazy doctor threatens to hold earth in subjugation for the entirety of history with his time-jumping antics — unless our green-coiffured heroine, Time Gal can reach him in 4002AD and escort him back to Broadmoor, and the kindness of strangers. However, fluctuations in the time loop (or something) keep dumping her at inopportune moments in history, where she has to leg it to the the next jump point. It's another cartoon caper from Wolfteam, and no mistake!

INTERACTIVE ZONE



Knowing the limit of the gameplay in Time Gal is quite important. Your part in the proceedings is limited to following the on-screen prompts. These are shown in two ways. On the outer frame of the screen are four globes, one for each joypad direction. If one of these lights up, this is a movement prompt; if all of them light at once, it's a button prompt. Clues to forthcoming moves are also shown within the frame, when objects flash golden.

▲ *Er, excuse me miss. Can I have the pleasure of this dance?*







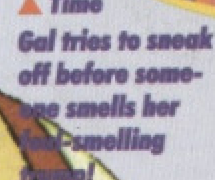
GAL



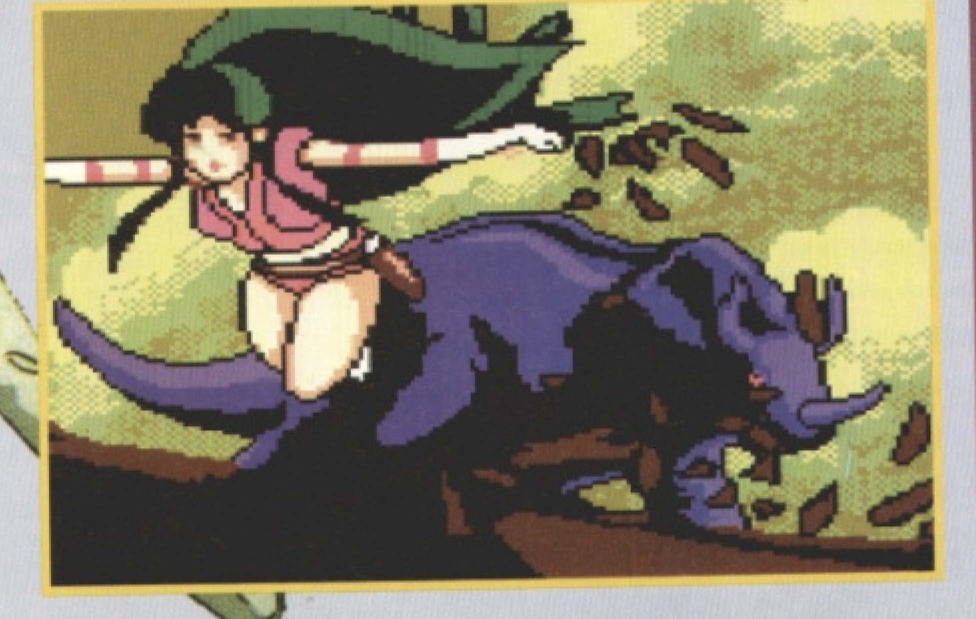
▲ Ere no, listen to this 'un then. My Dogs got no nose... Oh you know it already.



▲ Oh no. I haven't shaved my armpits!



▲ Time Gal tries to sneak off before someone smells her foul-smelling [illegible]!



◀ I wish I could fly way up in the sky. Sorry, it's all I could think of...

OUT BRIEF CANDLE

The many deaths of Time Gal are the game's real highlights. Her hilarious deaths range from the bizarre to the sick, but are always a real hoot. Here are some highlights:

1941: Time Gal forgets to dodge a propeller plane — Moulinex mortality.



50: Time Gal's minecart strikes up a close relationship with a stone wall.



90m bc. After an argument with a dinosaur, Gal feels the weight of his ill-feeling.



1588 (1): She's a bombshell alright, as Time Gal cannonballs it up again.



90,000,000BC: Time Gal finds the water just a bit 'parky'.





1588 (2): Just when you though it was safe to go back in the water...it's not!

COMMENT



GUS

Wolfteam's expertise at Full Motion Video seems to improve with every attempt. Road Avenger and Cobra Command looked very impressive, but ran jerkily and had an overall fuzziness that has been left off Time Gal. Although the image only takes up the central portion of the screen, the ingenious perspectives and effects make it burst out of the frame. To complement it, Time Gal makes all sorts of amusing squeaks with the perfect CD sound effects. But the two bugbears of all 'interactive cartoon' type games remain. There isn't much to do, and it isn't that big. Most gamesplayers won't be satiated with the reaction-test gameplay, however interesting the accompanying visuals. Even worse, Time Gal is a pushover compared to Cobra Command and should be completed in a day. It's a great shame that the ingenuity and humour of Time Gal is let down in this way.



COMMENT



RICH

This is way too similar to Road Avenger and Cobra Command — all that's changed are the graphics. The same weary gameplay rears its ugly head again. I'm all for games that are graphically astounding (and Time Gal is simply superb), however pressing joypad directions at the correct time isn't my idea of a good laugh. I think that more intelligent use of Full Motion Video, as seen in Night Trap is the way forward. To be honest, Time Gal is little better than the cacky Dragon's Lair coin-ops. Another thing that doesn't do the game any favours is the fact that it's way to easy — there's only a few sessions' worth of play in this one. As it is, Time Gal is little better than a cartoon with small pretentions of interaction — certainly not worth £40.00. I'd definitely recommend buying a top-notch Disney vid before shelling out for Time Gal.

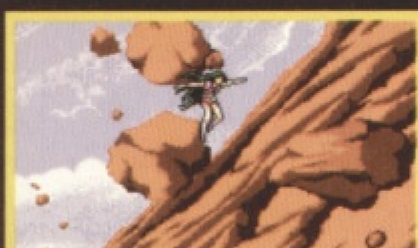
ROCK OF AGES

Time Gal is called on to show versatility in the face of adversity. She swims, she jumps, she shoots, as well as being able to ride woolly mammoths, swashbuckle, and handle a minecart. Here's a few 'takes' from one of her adventures.

30000BC



1. Time Gal arrives on a bare plateau, unaware that a caveman watches from above.



2. She dodges the rockfall by jumping from boulder to boulder.



3. From the precarious branch of a tree, she spots a floating log, and heads over the waterfall.



4. Back on dry land, she's surprised by a neanderthal ambush.



5. Using the springboard of a fallen tree, she takes out two pterodactyls with her laser pistol.



6. Finally, as she lands, a quick side-step bypasses the welcoming party.

LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	□□□□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	□□□□□
CHALLENGE	■□□□□
ACTION	■■■■□
REFLEXES	■■■■□
ORIGINALITY	■■□□□

PRESENTATION 80

▲Three levels of play, and a visual mode, letting you appreciate the sequences in full.
▼An annoyingly repetitive Game Over sequence. There are also too many continues.

GRAPHICS 94



▲Fabulous cartoon Full Motion Video images. The best and most imaginative sequences yet seen on Mega-CD.

SOUND 89

▲Time Gal's whoops, oohs and ahhs are great, as are all other effects. Brilliant cheesy title tune really sets the atmosphere.

PLAYABILITY 78

▲The effects of your actions are usually really interesting, which drives you on to see later areas.
▼The gameplay is very simplistic, and only partially interactive.

LASTABILITY 51



▼The levels play the same on all difficulties, so you've seen everything in a short time.

OVERALL 63

Impressive to look at, Time Gal is really an expensive personal cartoon, rather than a game. There's no real lasting interest, making for a CD title that's definitely not worth £40.00.

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OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: HARD

1ST DAY SCORE

First round won.

ORIGIN

This tennis game is centred round André Agassi, winner of Wimbledon 1992 and star of Nescafe ads.

HOW TO CONTROL

Move your jerky little player around the court in a hopeful attempt to hit the ball back at your equally afflicted opponent. Vary your shots with relevant presses of the various buttons and cunning use of the joypad.

- **A** Lob/Serve
- **B** Volley/Serve
- **C** Topsin/Serve
- **S** Starts and pauses the game

HOW TO PLAY

Return the ball across the net by positioning Agassi behind it. Games are awarded by scoring four points, with six games making a 'set'. Matches are best of three sets.

ANDRE AGASSI TENNIS

Winning Wimbledon is the pinnacle of any tennis player's career, as André Agassi would surely testify. One day he's a grungy Californian tennis outsider, unknown in this country. Then comes triumph on the centre court, and suddenly he's rubbing shoulders with the likes of Gareth Hunt, talking about 'richer, smoother flavour'.

How does one affect the transformation to caffeine flogger extraordinaire? By taking the knocks of the tennis circuit along the way. Spending hours practising those backhand volleys, dealing with hamstring problems, and avoiding the affections of Martina (not one of Andre's biggest problems). Agassi's tennis is an attempt to recreate the horror of it all, for one or two consenting players, on grass, clay, indoors or anywhere you fancy.



BALL CONTROL

Choice of shot is the most fundamental element of tennis. Agassi Tennis allows you to play a variety of shots, at a variety of strengths, depending on how the ball is placed, and how fast it is moving. Here's your forearm arsenal:

VOLLEY

Hitting the ball before it bounces is the way to keep pressure on the opponent and maintain ball speed. Playing volleys should be part of a strategy to move towards the net. You need fast reflexes and an accurate player to use them to advantage. Volleys are also low shots.

LOB

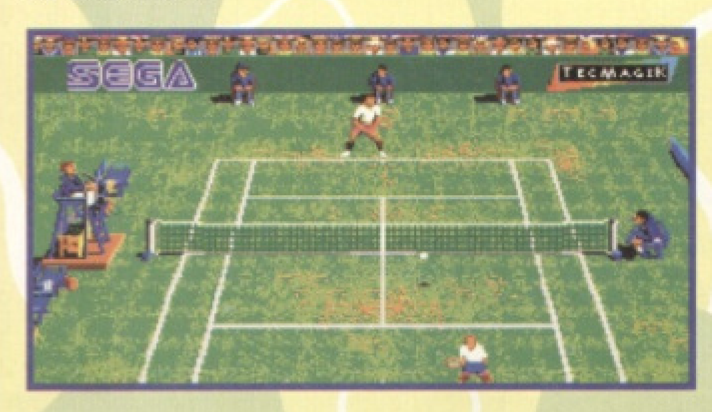
A lob is a high, slow shot designed to bounce behind the opponent. It's a risky shot because a 'lobbee' in the right position may power it back to the 'lobber'. It's best used to break the net domination of one player, and force him back to the base-line.

TOPSPIN

This is played either on or off the volley. Topspin may look like a normal return, but is designed to lose height quickly, or 'die'. Hopefully your opponent will misjudge the distance the ball 'penetrates' his court.

SMASH

A singularly devastating shot, available only when you're under a lob. A smash powers the ball downwards to a position deep in the court and is very hard to return.



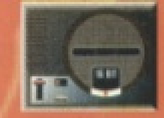


ROMP STOMP

The Skins tournament is not as sinister as it sounds. Don't get too excited — it's not an X-rated nudey rudey game but skins of the money variety which is awarded to the winner of each point. The amount depends on the length of the rally. The kitty starts at $10 and DOUBLES for each shot. So a rally increases like so: $10, $20, $40, £80, £160... and so on. Naturally, fortunes can be made in a very short time.



▲ *Player one makes a sharp exit upon realising he forgot to don his regulation pink shorts.*



AGASSI TENNIS

PARTNER SWAPPING

It takes two baby, to play doubles on Agassi. Well, you can choose to play singles or doubles against a human opponent, or a solo doubles game against the computer. Your computer-aided partner does tend to hog the court a bit. So sit back, relax.







▲ *An undercover SAS man sneaks onto court...*



▲ *Well, I still say we were here first, and I'm not moving until they let us play.*



MOTLEY CREW

The 'circuit' consists of pretty ugly characters ('cept for Andre of course). They're rated according to their forehand, backhand and service, on the counts of strength and accuracy. As you might expect, the gents possess most of the wrist power, whereas the ladies are better at placing their balls. Agassi can do everything with equal flair — because that's the kind of guy he is.

COMMENT



GUS

What a crock! This is one of the worst pieces of... software, I've ever had the misfortune to have to play. And believe me, I was forced. Forced until tears of blood sprang from my eyes. The horrors of the game are manifold. Firstly it looks awful. It's an obvious game for a scrolling routine but the action stays on a single screen. 'Grass' means green with yellowish pixels. After hiring a Dalek with a cleft palate to announce the scores, our game coder came to the thorny routine for player control — and made a further spoon of the entire process. The players just don't follow your directions properly. They try, oh they do try, but just can't seem to walk in a straight line. So, in the end it doesn't really matter that the competition consists of eight characterless players. Agassi has become a grand debacle long before any of its frivolous faults are noticeable — it's simply an awful, awful mess.



COMMENT



LUCY

Although I haven't played many tennis games and thus have little basis for comparison, I do think Gus is being a little harsh here with this damning catalogue of complaints. I do see his point to a certain extent — it sure isn't going to win any beauty contests and the controls are difficult to get the hang of but it does get easier with practise and on the whole, I quite enjoyed it — especially in two-player mode in the skins tournament where the battle for cash gets quite frenetic. The options, as far as I can see, are adequate with a veritable choice of tournaments, players and courts and the whole thing is really fast and to my mind, pretty good fun.



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

SURFACE TENSION

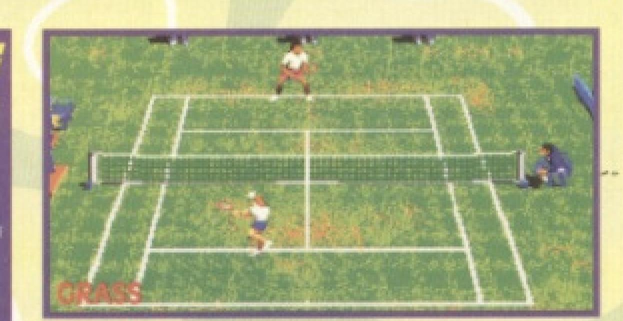
Four court surfaces form the standard of established tennis. Each has its own speed and bounce characteristics you'd do well to learn:

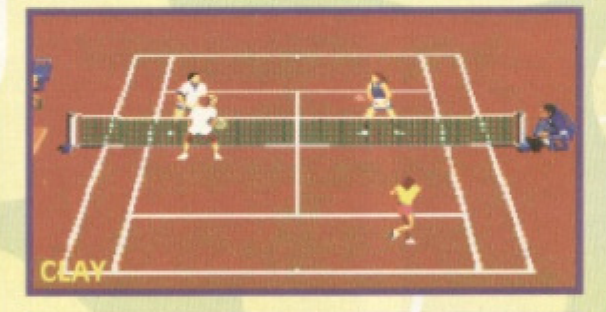
GRASS
The fastest of surfaces, because the ball bounces low, therefore net rallies and volleys are the best tactics. Ruins whites as well.

CLAY
A slow court, as the clay takes the speed out the ball as it bounces. Mucks up your trainers.

HARD
Quite fast, with accentuated bounce. Balls go everywhere on this surface. Avoid knee-burger misery and don't go diving on it.

INDOOR
Very like hard court, but with less bounce. The sort of flooring that makes squeaky noises (but not in this game).





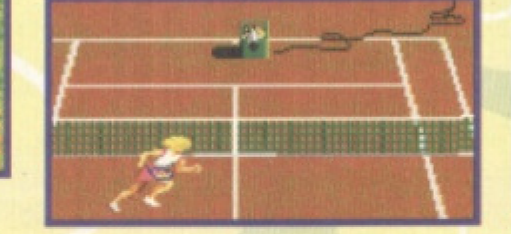




▲ I, TRONK-9, challenge you, feeble human, to a game of your earth tennis...

TUBULAR BALLS

Before you have a touch of the Billie Jeans on the international circuit, take time out to practise with the machine. There are practice courts for all surfaces, each with a machine pouring out balls at measured intervals. The height and direction of the launches are varied, to test all your shots.



PRESENTATION 58

▲ A two-player and doubles option — the skins tournament marginally boosts the interest value.
▼ The game suffers from the lack of a decent international circuit.

GRAPHICS 42

▼ Marginally better than Sinclair spectrum matchpoint from 1982. Awful backdrops, sprites, and bad use of colour. A potent mix.

SOUND 61

▲ Serves its purpose as far as it goes — the umpire keeps score fairly competently if monotonously.
▼ But crowd must be heavily sedated because they don't seem to respond.

PLAYABILITY 43

▲ It's certainly fast...
▼ But it'd be more playable if the players precisely followed your joypad directions. They do not.

LASTABILITY 41

▼ The fatal problems on the playability front serve to spoil any long term enjoyment which might have been derived from this game.

OVERALL 46

A potentially strong licence sadly let down by basic programming and graphical flaws which shouldn't have been let through the net. When he sees it, Andre will want something stronger than coffee.





GP RIDER

After a hard day filling out prescriptions, most doctors like to relax by risking their lives haring around race tracks onbig motorbikes. This game tell the story of sixteen such daredevil docs and their search for glory. The respected tome 'Dead Serious Medical Journal Incorporating Mental Benny Bikę Racing Gazette' has organised a tournament between sixteen of the most respected healers, and this is what the game is about.

It's the player's task to drive their motoring medic to victory over the umpteen courses, specially selected from around the world. Management of your bike is almost as important as riding skills, although if you fall off it's unlikely any of your competitors will slow down to patch you up.





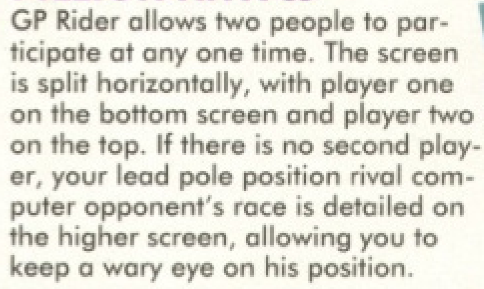
▲ *Keith was startled to see a racetrack just like his floating above him...*

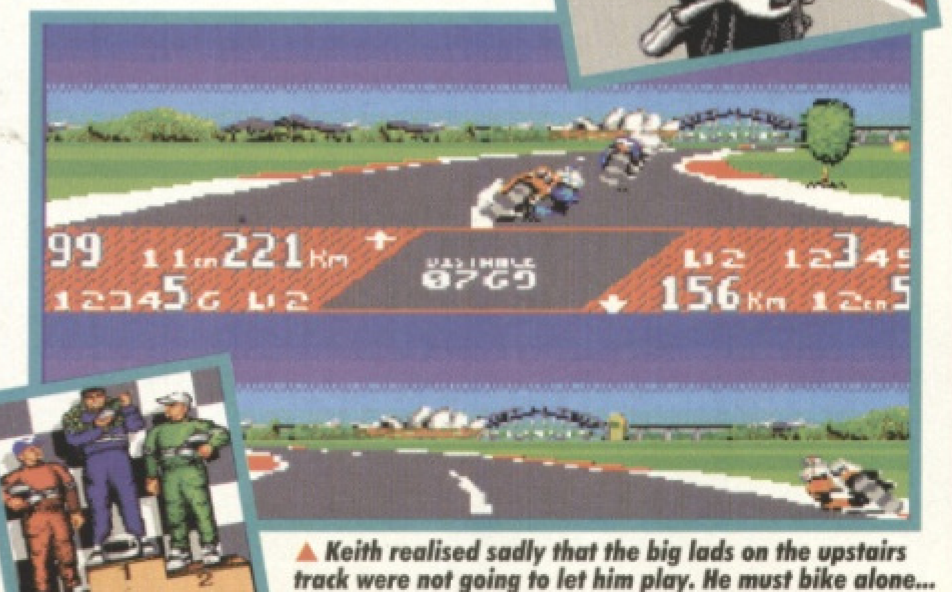
MAINTENANCE PAYMENTS

There's more to riding bikes than, er, riding them. There's all the maintenance work to be done. All the fun of kitting your bike out is yours for the asking. Players are able to choose between automatic (best for beginners) and Manual (much faster) gears, choose their engine and also select the right tyres for the weather. Learning the best ways to rig your bike for each track soon becomes second nature.

PILLION ANTICS

GP Rider allows two people to participate at any one time. The screen is split horizontally, with player one on the bottom screen and player two on the top. If there is no second player, your lead pole position rival computer opponent's race is detailed on the higher screen, allowing you to keep a wary eye on his position.





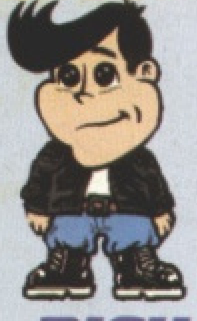
▲ *Keith realised sadly that the big lads on the upstairs track were not going to let him play. He must bike alone...*

COMMENT



The small, flickery, barely visible bike sprites wibble and jerk their way around the courses with no respect for how you waggle your joypad. The bikes slide and slip along regardless of the weather conditions. Yet, despite this, and the ridiculous twistyness of each circuit, GP Rider is actually really easy to beat. I jest not when I say that you really could complete this game with one hand behind your back. Considering the rather splendid World Racing is now available at budget price GP Rider is completely inexcusable trash.

COMMENT



Oooh, I thought as I plugged this in, it looks like a cross between Super Cycle and Pitstop II on the C64 — Hurrah! Unfortunately, GP Rider is exceptionall sad. The gameplay bares very little resemblance to real racing or the arcade original, and as Rad said, it's about as difficult to complete as reading a Peter and Jane book. Forget it, GP Rider is one of the saddest road racers available for the Master System.



PRESENTATION 87
Loads of cut screens plus a decent array of options to play with.

GRAPHICS 32
+Intermissions are nice...
-The animation is dire.

SOUND 24
- Grating "engine" noise and hideous tunes playthroughout.

PLAYABILITY 39
-Slow, uncontrollable, jerky, samey, and completely and utterly dull.

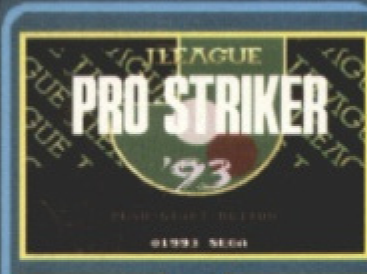
LASTABILITY 33
-Very very easy to complete, and not good enough to warrant repeated play.

OVERALL 34
A tragic, sorry game with no redeeming characteristics.



MORE POKER THAN STOKER!
Vampire Hunter D
The year is 12,090 AD.
Amidst the ruins of a decaying city mutants and creatures abound. Controlling this bizarre nightmarish environment is a motley crew of beasts led by Count Magnus Lee – hungry for power and his next human wife.
The stranglehold these arrogant immortals have over their helpless victims is challenged by a lone champion – a mysterious vampire hunter known only as D.
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J LEAGUE PRO-S







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OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY:FAIRLY HARD

1ST DAY SCORE

4-2 Grampus V Red Diamonds

ORIGIN

Official console game of the Japanese football league.

HOW TO CONTROL

It's your common-or-garden footie control method. The D-Pad controls the movement of your players. The buttons, detailed below, allow you to change player and get control of the ball.

- **A** Pass
- **B** Shoot
- **C** Change Player
- **S** Starts and pauses the game

HOW TO PLAY

Score more goals than the opposition and — hey presto, victoryis yours!

The world has a history of mighty sporting nations. The Greeks, founders of the renowned Olympic Games, the Romans, the Spartans, and Eddie "the Eagle" Edwards. But all of these pale into insignificance when compared to the mightiest sporting nation of all — Japan. Yes Japan — winner of no gold medals. Japan, not very good at cricket and indeed, can't even qualify for the World Cup. All this makes it surprising that the country even *has* a football league, let alone one popular enough to produce a game using the license.

Maybe it's revenge fantasies of the impotent, but it would appear that Japanese programmers have something of a fixation with soccer games. Sadly though, their on-screen performances have so far matched up to their on-field ineptitude, with only the good old British Super Kick Off being any good (because, of course, we won the World Cup in 1966). And now Sega return to the fray with another title of their own based around the antics of some of the sports finest competitors (snigger), the Japanese Football League. The viewpoint in the game is the time-honoured three-quarters overhead isometric special, and as always, the objective of the game is to score more goals than your opponents, thereby winning the match.



▲ *That's right. Throw it straight to the oppostion. Doh!*





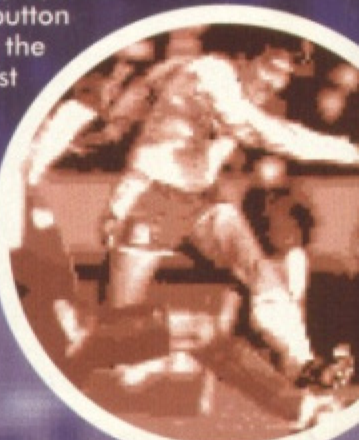
KICKING FOREIGN BALLS

Those footballing gents are quite adept when it comes to ball-kicking-type skills. By using the joypad, the player is able to make members of his team perform some classic feats of soccer action. There are two different kinds of passing play, short pass or long pass, allowing you to control which player you wish to receive the ball. Shots at goal are undertaken with a different button which produces a huge splendid big long powerful kick. Not only this, but there's also an aftertouch option which lets you bend your ball in super banana-shot shows of curly fruit standard.



TAPPING OFF WITH THREE MATES

J League football is the first game to utilise the all-new Megadrive four-way tap. This means if you've got enough joypads (and friends) you can have up to four people participating in the same game at the same time. In J League terms, this means you can have one player against the computer, two players against each other, one player against two other humans or a mighty two-on-two battle. Each player is able to control a player on screen by pressing the C button when not in possession of the ball, whereupon the closest man to the action is selected, with a numbered arrow above his head indicating the player in control. If this isn't enough, before each half you also have the option to choose your formation from a lengthy list.







STRIKER

▲ *Jef united choose the sweeper formation. Interesting eh? Did you know there's a team called Keith Rovers too, and Colin Academicals. Actually I'm lying.*

THAT BLOKE OUT OF M*A*S*H

On the right of the screen is a big radar screen. The position of each player is detailed here, as well as the whereabouts of the ball. This makes it somewhat easier to tell where to post the ball when you want to execute a long-range pass and also provides early warning of any defenders heading in from locations off the screen.

COMMENT



RICH

To people who've only played this game a couple of times, it seems like a load of old tosh. It's very slow indeed — slower than any console footie game, and the sound is atrocious. However, the game's initial hook is the four-player mode. With all your pals playing, it's a unique Megadrive experience. With one player, it does seem a bit cack. However, keep playing for some length of time and the game's qualities surface. You realise that it is actually slow for a reason! The control method is actually amazing, enabling you to pull off all sorts of footie shots. I reckon it's actually a lot more realistic than Super Kick Off! It honestly is amazing — when you've played it for a while you can amaze your friends by beating them hands down 11-0! As Jaz says, just about everything in real soccer has made its way into this game and I reckon its just as good as Super Kick Off — the four-player mode making it slightly better! However, Sega's ultimate soccer is released in a couple of months, and this boasts EIGHT-PLAYER ACTION! Yes, eight, using TWO taps! It looks stunning, so I'd wait for that before making any soccer-related Megadrive purchase.



▲ *Frightened players flee the attacking pitch outline.*







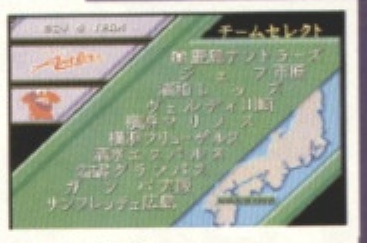
COMMENT

JAZ

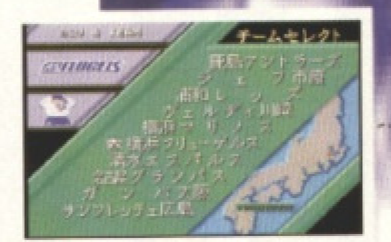
After playing the game solidly all week-end (on my own and with two, three and even four players) I've come to the opinion that this is brill. Once you get used to the controls they really are excellent with loads of moves available. You can even chest the ball down and do perfectly-timed slide tackles! There's a real feeling of solidity about the game — the ball spangs off players and you can charge down shots or barge over opponents — as long as they don't send you clattering to the ground first! The players are reasonably intelligent and actually attempt to find space, resulting in a flowing game of soccer where you feel that you're controlling a team, not a group of individuals. The graphics are excellent and there's real attention to detail — players flagging the referee for throw-ins, players rolling around the floor in agony after tackles... all this gives a real feeling of involvement in the action. The computer opponent gives a fairly decent game on its hardest setting, but obviously where this really comes into its own is with multi-player mode — the four-player games I played with my mates were the best fun I've had on the Megadrive for yonks. Best football game? Definitely with four players, but on your own Super Kick Off just beats it. Just...

NOT VERY GOOD

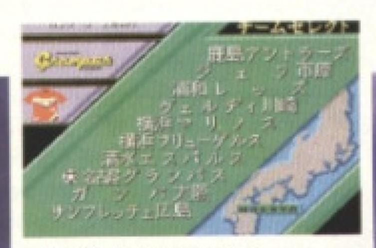
All the teams in J League have a real-life counterpart. The teams include the mighty Grampus from Nagoya, now home of Gary Lineker, who are probably the best team in the country. That said, they could just field Lineker and he'd still probably beat all the other teams at once. The other teams on offer are the Kashima Antlers, Jef United from Ichihara, the Urama Red Diamonds, Kawasaki Verdi (not a green motorbike at all), Yokohama Marino, the Yokohama As Flugels, S-Pulse of Shimizu, Osaka Camba and San Freece, the team that doesn't need floodlights, from Hiroshima. Each team has it's own cute cartoon mascot and a big-money sponsor such as Nissan or God.



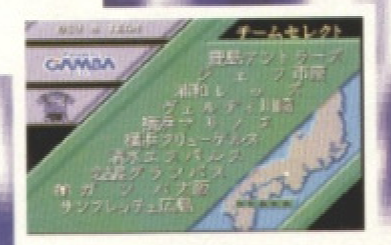
▲ Antler Rovers



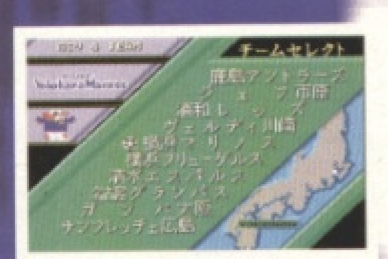
▲ Flugels of the South



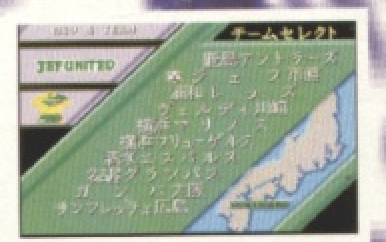
▲ Grampus Rangers



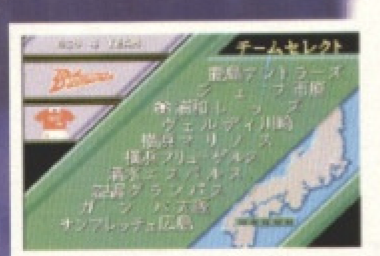
▲ Gamba Athletic



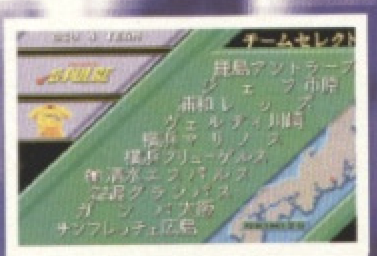
▲ Marinos Vale



▲ Jef United



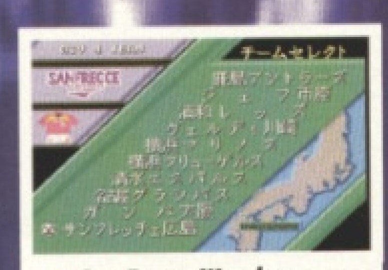
▲ Red Diamond Palace



▲ S-Pulse Wednesday



▲ Verdy of Mid Lothian



▲ San Frecce Wanderers



▲ Tom Cox breaking his arm last Thursday. It's all true!!!

PRESENTATION

87

▲Lots of options and presentation bits, the only problem being that...

▼...All of the text is in Japanese, making for a lot of experimental work when you first buy it.

GRAPHICS

75

▲The cut screens are of a good quality, and the pitch itself is quite smart. The player sprites convey the action really well.

SOUND

30

▲ Arrghhh! A constant air horn drone and some fuzzy, lame speech contribute to one of the worst Megadrive soundtracks we've ever heard.

PLAYABILITY

92

▲ Once mastered, the controls make for some superb, realistic soccer play. The four-player mode is simply amazing!

▼The initial slowness of the game might put solo players off.

LASTABILITY

93

▲ It's very hard to top the league, and there's the cup to beat too. The four-player mode will make this one to come back to again and again.

▼Not likely to hold your solo -player interest forever, though.

OVERALL

91

lthough initially off-putting, this soccer simulation turns out to be one of the greatest video game renderings of the national sport ever produced. A great first game for the four-player tap and well worth getting hold of.


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THE INCREDIBLE CRASH DUMMIES

Stuntmen will do anything if the money's right, but some routines even these crackpots avoid. This is when crash dummies step in — characters who'd be regarded as brave if they had nerves, or stupid if they had brains. Slick and Spin are yours to steer into walls and guide through vertigo-inducing leaps off buildings! This game involves damaging them as spectacularly as possible and raking in the cash. It's as easy as falling off a building!

PERSONAL DISASTERS

While skiing, it's natural to meet high-velocity fir trees — it's better to avoid them though and knock down the poles instead. On the race track, the Crash Dummies' car is fitted with an airbag. Air canisters are dotted about — collect them to fill the bag. Other items, such as spanners for repair and cash for...well, cash's sake are also lying about.



▲ Plenty of Crash Dummy related antics as you drive at top speed towards a brick wall! Aiiieeeeeee!

BURN BABY BURN

When your disco business faces bankruptcy here's what to do: set fire to the premises. Don't worry about getting the blame, so what if you haven't seen a paying customer since the last seventies revival — fires happen all the time. But if you're going to jump why not crash through a few awnings and bounce off the odd balcony. Onto your work at a bomb factory where some idiot starts lighting the fuses! The safest course of action is to head for the exit and leave Mr. brain cell to his hot bursts of excitement. Alternatively,just hang around trying to blow the fuses out. Finally, take your seat in a rocket ship, mind the missiles, and watch out for that nasty lunar landscape. Land the craft on that miracle of future technology, the flashing target for three cheers and a pat on the back.



COMMENT



PAUL

Each event of this original game uses different styles of gameplay which leads to a healthy interest value. Trouble is, it doesn't take long to get through the five stages on EASY level and after that the game merely repeats itself, adding more obstacles and stricter time limits which may disappoint solo players. Thankfully the two-player option transforms the game into a fun alternative Olympic challenge.

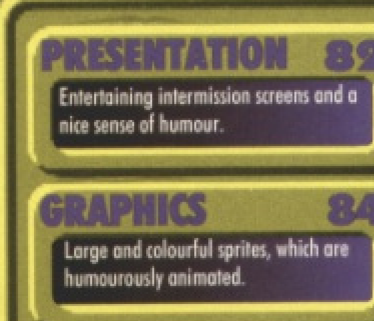
COMMENT



GUS

A lack of lasting challenge and over-simple game sections mar this polished and enjoyable game. Graphics and sound, however, are excellent throughout and go a long way towards making up for the game's deficiency. If you're a fan of multi-event games, have a look at this.





PRESENTATION	82	Entertaining intermission screens and a nice sense of humour.
GRAPHICS	84	Large and colourful sprites, which are humourously animated.
SOUND	81	All the music is fairly pleasant to the ear. The sound effects are okay.
PLAYABILITY	86	With two players there's much fun with the destructive competition.
LASTABILITY	80	Great fun for two players but not enough events for one.
OVERALL	85	An entertaining and humourous game which offers hours of enjoyment for solo players and is even more fun for two.



1 PLAYERS

PRICE £39.99

BY SEGA

RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

236, 557

ORIGIN

Mazin Wars follows the fighting antics of the robot Mazinger Z, a popular Japanese cartoon hero.

HOW TO CONTROL

My word! It's that run jump and punch formula revisited. Mind you there's the addition of a few 'special' moves as well. Coo!

A Activates Mazinger's special figure-eight sword attack.

B Attack. Multiple taps activate the hundred-sword stab.

C Jump, leap or hop. Whichever suits your mood.

S Pauses the game. Halts Chronos in his path.

HOW TO PLAY

Lead Mazinger Z across each level beating up everyone in sight. At the end of each level there's a one-on-one face off against the boss.





▲ Have at thee. Foul green-armoured guardians of the spinning macaroon of desolation, or something.

MA

The year is 1999. In a bid to revive flagging ratings, popular eighties TV show 'Just Amazing' makes an unprecedented return to the air-waves, with ageing light entertainers, Barry Sheen, Kenny Lynch and Suzanne Danielle, returning to their old jobs as hosts. With its unbeatable formula of ordinary people performing extraordinary stunts, the show is a massive hit. There's the man who unicycles across a tight-rope suspended above the Grand Canyon. Without a safety net! There's even Mr Mange-Tout, literally translated as the man who eats all. And boy, does he eat all. From plates and cutlery to planes and even the Eiffel Tower.

However, one day whilst on air, a feat more incredible than any other is performed. Kenny Lynch sheds his human form and reveals his true identity as Baal, Lord of the Flies. Calling on his mighty legions of hellspawn the one time chirpy singer and comedian strides forth to inherit the Earth. His Mazin War has begun.

Clambering from the burning wreckage of the Yorkshire Television studio, Barry Sheen stares at the charred wasteland that the Earth has become and he vows to return the planet to the people, but not as retired motorcycle racer, Barry Sheen...

MAZIN MONSTERS AND Z CARS!

In true horizontally scrolling beat 'em style, it's up to you, in the role of the robot, Mazinger Z, to take on the BioBeast Force and save the Earth. Racing across the world, from the devastated city of Tokyo, before moving onto the icy mountains of India and the radioactive wastelands of Europe, Mazey-boy has to face all manner of awesome opponents. There are man-sized prawn-creatures, knife-wielding monks and polymorphing ghouls to name but a few. And the hardware division are out in force too, with rocket launchers, flame-throwers and even jet cars at their disposal. It's even more terrifying than a pie-eating contest against Mr Mange-Tout.



▶ Re-member my name... FAME! I'm gonna live forever...



MAZIN GRACE!

Fortunately for Earth, Mazinger Z is more than just a polished tin-pot. Although he's only armed with a sword he sure can use it. Here's a run down of the finest sword skills since Dr Blades, the multiple sword swallower from the Just Amazing Christmas show

HUNDRED-HAND STAB

Similar to E. Honda's super-slap attack, our metal hero performs this incredible multi-stabbing manoeuvre. What's more, this super kebabing attack is just great now it's barbeque season again.



THE FIGURE EIGHT

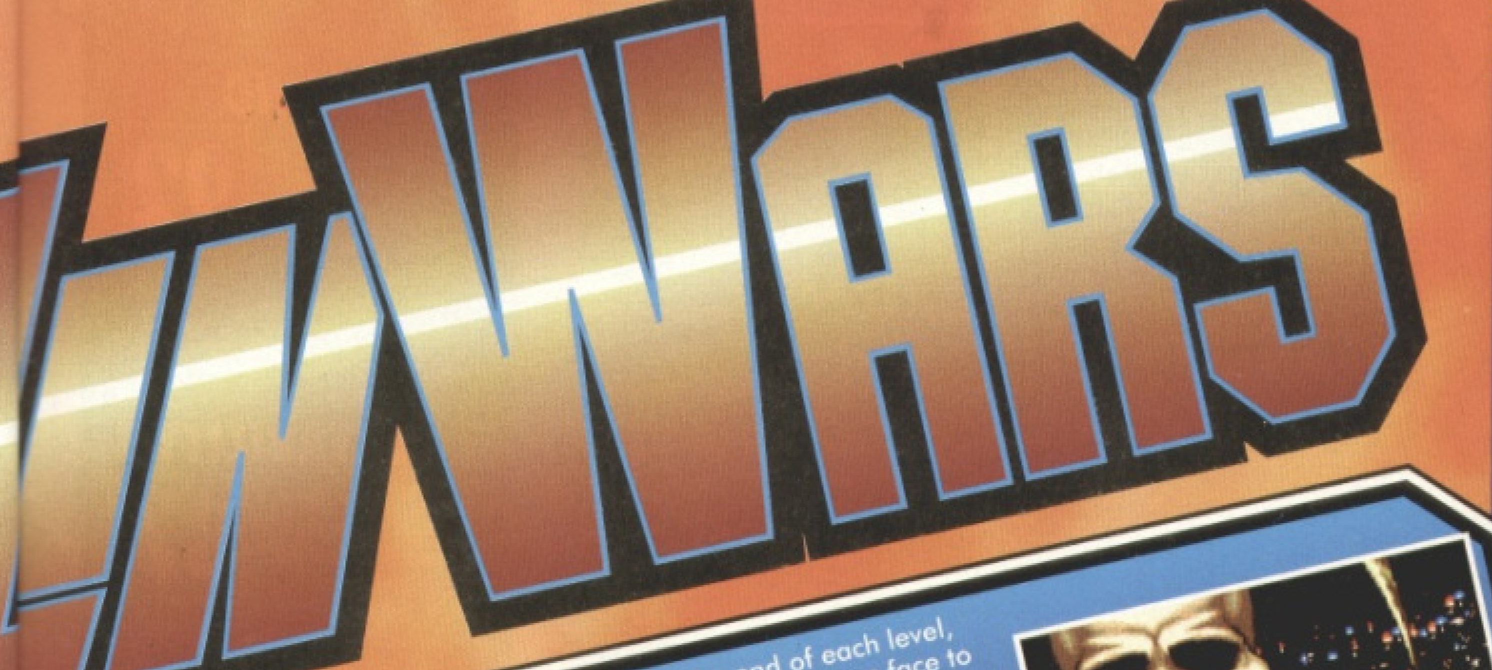
In a desperate situation, old brass-head can pull off this emergency death-blossom sword attack. Protecting him from all angles, this is Mazinger's most powerful move. Unfortunately the cost of this action is a drain on Mazinger's life force.



WHIRLING DERVISH

In his early years, Mazinger used to hang around with the members of the National Chinese Acrobatics Team and it shows. By performing a running jump our metallic wonder-boy unleashes this somersault attack with devastating results. This move is especially effective against moving vehicles.

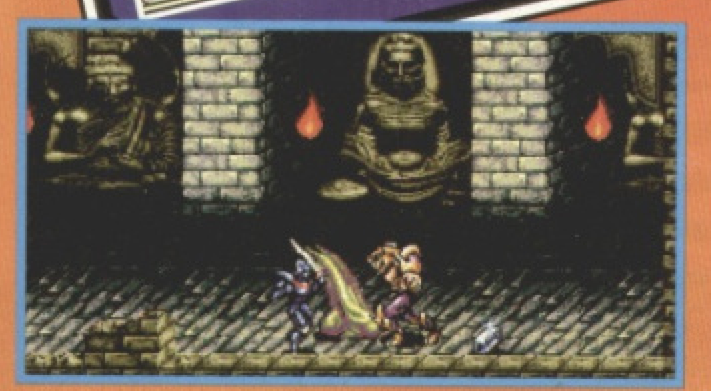




BATTLE WITH THE BOSSES: PART 1

At the end of each level, the Mazster comes face to face with the end-of-level boss. What a surprise! However in some cases the boss appears mid-way through the level. For instance, on level one, our hero confronts the foot of the boss in the streets of Tokyo. It's only when he's made it to the top of the buildings that he gets to see its skeletal face. What's more, the fight's not over when the boss is beaten. There's more to come...

Aa-gaa-doo-do-do push pineapple shake the tree. Oh God, I'm sorry!





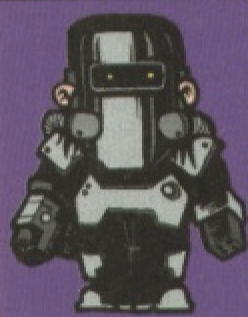
COMMENT



TOM

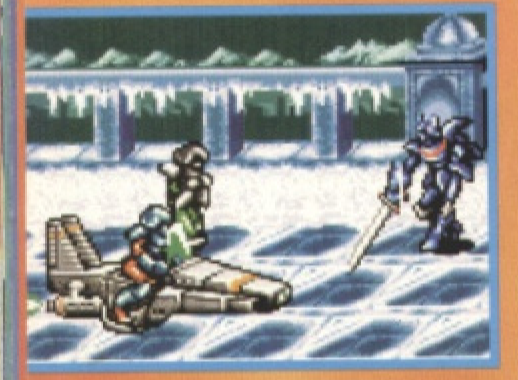
On first impressions, Mazin Wars is decidedly unimpressive. The tiny sprites coupled with a lack of moves and variety make this horizontally-scrolling beat 'em up look extremely standard, but give it a chace and what you discover is a highly addictive and incredibly fun game. The sprites may be small, but they're very well animated and the huge bosses are breath-taking, but by far the best bit is the one-on-one boss section. The bodies of these massive characters are made up of seperate sprites and this makes for superbly animated movement. The fighters falter and reel under the blows so realistically. This is some of the best animation of this type since Cyborg Justice. What's more, this game is incredibly hard. The actual main game is fairly simple, but battling the bosses is a monumental task. This is definitely one game that'll last you for ages. My only gripe is the lack of two-player action. A two-player versus mode would have been fantastic. Still, this really is one of the better games to surface this month.

COMMENT

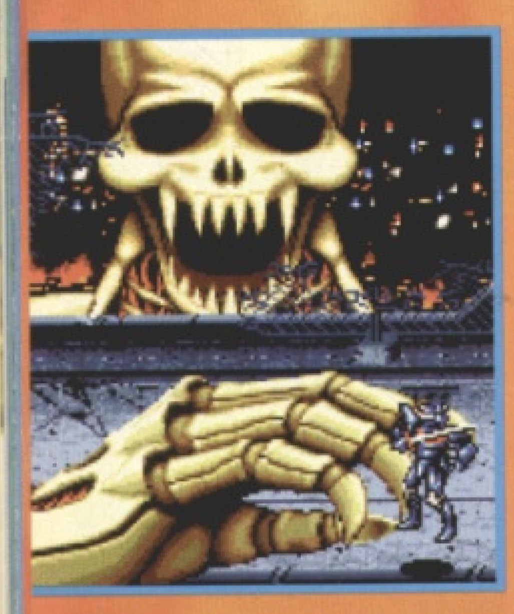


RICH

Mazin Wars looks very unimpressive when you first plug it in for a play. The gameplay is quite similar to Golden Axe, but the sprites are a lot smaller. However, persevere and Mazin's qualities soon become apparent. For a start, Golden Axe was way too easy. The same can't be said of this: it's rock hard! As Tom says, actually getting through the levels isn't so bad — it's the mega-toug h end-of-level bosses that are the real problem! This section of the game is stunning. The sprites are massive and the animation equals (and maybe even betters) Cyborg Justice! Two-player action would have made this a megagame — as it is, combat fans would be wise to check this out.



Hello Tronk. Got a new motor?



Yes, well it's my cuticles you see. The silly cow who did my last manicure really messed 'em up...

BATTLE WITH THE BOSSES: PART 2

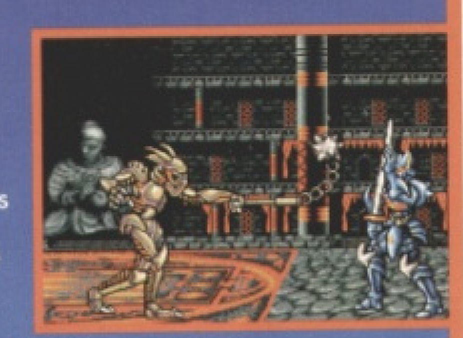
Each end-of-level boss comes in two portions and what a slap-up feed those portions are. After beating the standard end-of-level boss, the game changes to a one-on-one style beat 'em up with the real boss. These sprites stand tall at around half the size of the screen and are rock-hard to beat. Here's a look a few of the founder members of the Ugly Club.

GARADA-K7



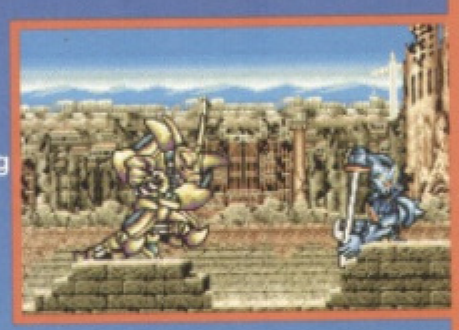
Obviously a great fan of the Grim Reaper, this skeletal scythe wielder can be found atop the ruins of Tokyo. His chest-plate is more than just a pretty face too, it emits fire-balls from its mouth. A simple problem that could be avoided by gargling with Listermint.

SLUGHEAD



It takes more than salt to kill this slimy fella. With his long-reaching morning-star and electrical bolt attack, the key is to stay low and aim for the knees, just like Granny taught you.

DINOBEAST



What Dinobeast lacks in long-range weaponry he makes up for in size and strength. As well as possessing a vicious claw attack, this Flintstone reject can also perform a devastating power-charge.

BUSTER CLAW

Just when you thought it was safe to return to the sea-food menu! With his far-reaching pincer attack and lethal tail, this fella is almost unbeatable. Almost, but not quite. His soft belly is his weakness.





PRESENTATION

78

▲ There's a highly polished feel to the game..
▼ However, there's a distinct lack of options and a decided sparseness in the intro department.

GRAPHICS

90

▲ The sprites are excellently animated, especially the huge one-on-one boss characters.
▼ The main sprites are a bit puny and at times the backgrounds are a bit bland..

SOUND

92

▲ The music is excellent. Plenty of hard-rockin' tunes. The spot-effects aren't bad either. Loads of sword-clanging, meat-chopping and prawn-shelling.

PLAYABILITY

87

▲ The game is very easy to get into and is instantly addictive and great fun.
▼ There's a lack of variety in the gameplay and there's not a great deal of moves either.

LASTABILITY

85

▲ Extremely challenging. This is one of the toughest games you could ever hope to play.
▼ Perhaps too tough, at times it can be a bit frustrating.

OVERALL

87

Although it seems like a very simplistic, rather bland beat 'em up, it most certainly isn't. Very compelling and extremely challenging, Mazin Wars comes thoroughly recommended.



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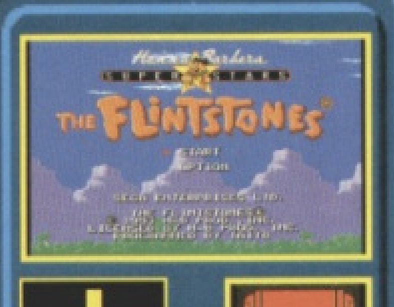
From the makers of

Nintendo MAGAZINE SYSTEM

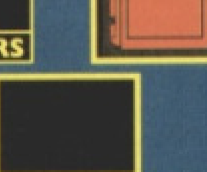
PC review











PRICE	£39.99
BY	SEGA
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3-7
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY/ HARD

1ST DAY SCORE

End of level five

ORIGIN

These Flintstones are the same 'Modern Stone-Age familee' of the ancient Hanna Barbera cartoon series, making their Sega debut in this game.

HOW TO CONTROL

To guide Fred through his prehistoric quest, use the D-Pad (up, down, left and right as appropriate) and use the buttons to jump and batter the baddies.

- **A** JUMP
- **B** CLUB
- **C** JUMP
- **S** PAUSE

HOW TO PLAY

Take Fred on a wild pterodactyl chase which conforms to the conventions of the average platform game.

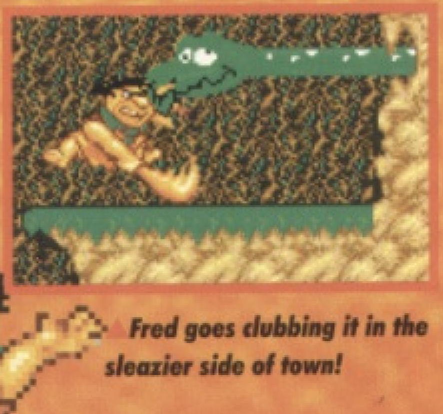




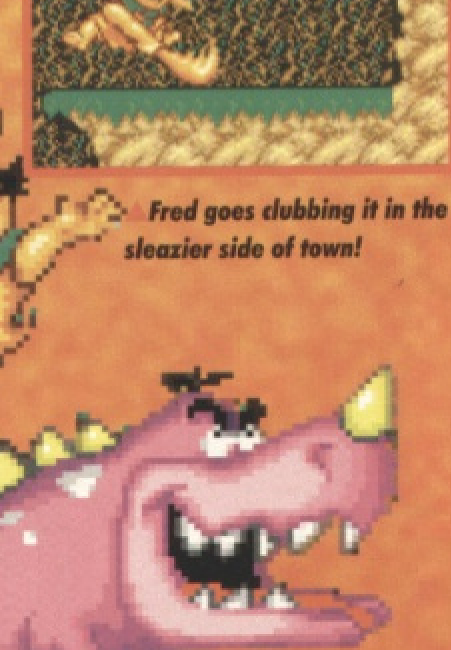
Crikey! I must be iller than I thought — I could have sworn I just sneezed out a small, fat caveman! Time to cut back on those dodgy tablets, I think!

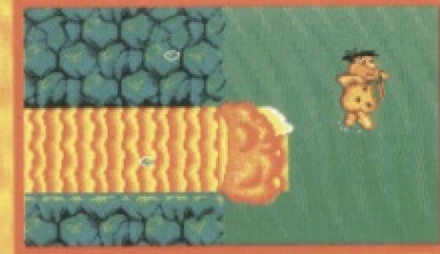
After a hard day's mining at the Bedrock quarry, all Fred Flintstone wants is a beer, a nice dinner and a bit of peace and quiet of an evening. However, there's been precious little of the latter recently. One family crisis has followed another, starting with Wilma losing her jewellry, and their kid, Pebbles making off into the desert. And who has to sort it out? Yeah, Pop, every time.

There's usually some prehistoric renegade behind the thefts and disappearances, lurking in the outlands around the granite settlement. So Fred, minus his trusty sidekick Barney, sets off to retrieve the missing items, at the bottom of pools, in the midst of deserts, and even some nestling at the heart of active volcanoes. A host of Triassic tribulations.



Fred goes clubbing it in the sleazier side of town!





YABADABADOO!

Naturally, Freddie-poos has a helping hand with his mighty tasks in the form of decidedly handy power-ups scattered around the levels, all craftily hidden in tasteful pink balloons. Here's a quick rundown of what's what:

WILMA: Invincibility





POWER-UP BOX: Extra power

GOLD STARS: Extra Points





HEART: Increases energy bar

APPLE: Replenishes one unit of energy bar





EGG: Uncovers a kindly bird which carries Fred and shoots foes

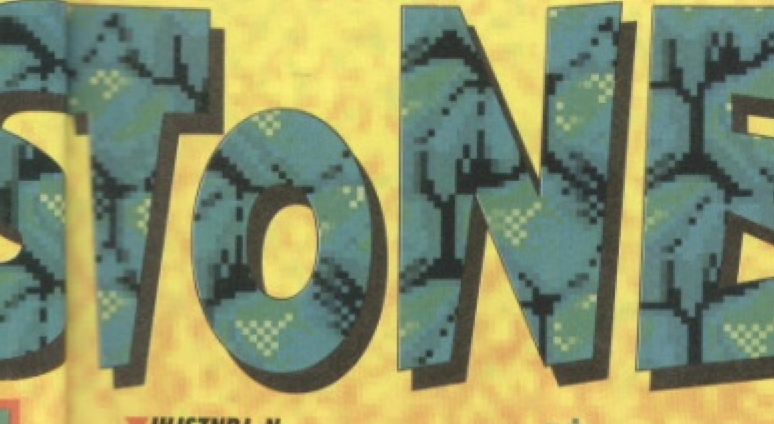
FRED SQUARES: 1-UP



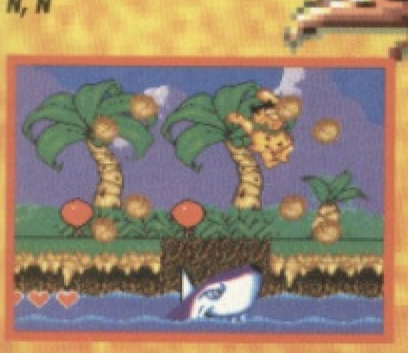


FRED STARS: Accumulate for continues





▼JHJSZNBJ N CVZKLJXJKXCJNJNJNJ KNXNZkKNMKLNMKN N, N



DESERT RUN

A change of scene and pace for the third level, as Fred gets into his caveman-powered car for a spin across the sands. Two things mean bad news, sheep's heads and cacti. Hitting a cactus slows you down, and clipping a skull knocks a piece from your vehicle. Alternatively, just fall down one of the many pits for instant death. No bosses at the end, just a relieved Pebbles.



▲And they said man would never fly to the stars — pah!

Freddie fuels up with two-star! ►

COMMENT



GUS

The Flintstones is much in the same vein as Sega's other cartoon platform games like Quackshot and Tazmania — pretty to look at, with some pleasant if untaxing gameplay. Flinstones is maybe not so pretty as its counterparts, but makes up for it by being more imaginative. Each of the levels has a collection of customised monsters that break up the monotony of jumping and clubbing continuously. Having sections like the pool and desert run also offer some variety of play. There's not much more to say, Flinstones is a fun platform game offering a challenge in the medium term, and well worth buying.



PULL-CAVE-MAN

Fred risks a £10 penalty fare by boarding the Bedrock express without purchasing a ticket. His objective is to stop the train by reaching the large lizard engine at the head. Several carriages of crawling things, reticulated monsters, and low-slung signal joists stand in his way. At the end, Fred must use two see-saws to catapult rocks at a giant flying dino. Yoiks!



GEO-THERMAL JOLLITY

It's roast Fred ahoy as our prehistoric hero stumbles upon the volcanic planes. In the first part of the level, Fred dashes across the lava pits, ducking to avoid lightning strikes. It's useful to remember that lightning always strikes the highest standing point, so don't rest under tall trees. Once in the caves, falling fire and salamanders put the heat on Frederick.



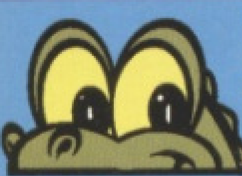
RHYTHM METHOD

Apart from jumping and clubbing, Fred grasps and hangs onto ledges when you press up and hold down the jump button. In the water a rhythmic approach to swimming, using both jump buttons, is best. For a flying time, crack open the spotted egg to uncover a user-friendly birdie who carries Fred up high and wastes his foes with deadly missiles.





COMMENT



LUCY

Having expected another tired and teasy platform jaunt, relying heavily on a strong licence to make a quick buck, The Flintstones came as a pleasant surprise. It's by no means a mega game but it's great fun with lots of variety like the level three driving sequence which gives you a rest from relentless bashing and leaping. The sound's good, the graphics nicely designed and the sprites clearly defined. The intro sequences are great with loads of mighty "Yabadabadoos' and the whole thing is so playable that you can't help liking it. Chances are it'll appeal more to younger players but even fogies like us can have a hoot at this game's expense for a while. Sadly, it's not going to keep you going for too long though.

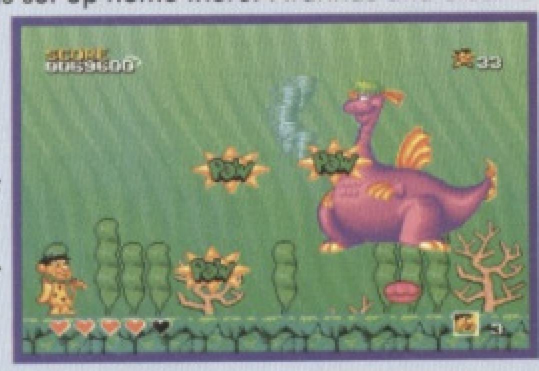
BEDROCK TOWN CENTRE

Betty's jewellry has been stolen by the demented wielder of a stone age hand-mixer. The level covers the olde worlde town, where citizens use lifts suspended from airborne lizards. All sorts of crawling things with attitude on the ground make the rooftops an appealing causeway. The boss tries to mix you into Fred pulp with his downward swoops.



SWIMMING POOL

The Bedrock pool couldn't have been drained in years, judging from the pond life that has set up home there. Piranhas and electric eels are recurrent (geddit?) foes, but the spikes on walls, floors and ceilings are as deadly. Squids carrying propellers and shoals of devilish fish drive you into them. The boss is a site to behold: an underwater brontosaur who brings down piles of clams on your head.







◄ *Oy, watch where you're your sticking that spike!*

PRESENTATION

80

▲Three skill levels, and the game cleverly prevents you ploughing all the way through on easy.

▼No two-player option, on a game that would have suited alternate play.

GRAPHICS

86

▲Crisp and well drawn sprites and backgrounds. Some really good dinosaurs and bosses.

▼Some of the backgrounds are slightly simplistic, and the game lacks any lavish graphical touches.

SOUND

80

▲Reasonable Flinstones' tunes and related musical opuses.

▼FX are pretty limited throughout.

PLAYABILITY

84

▲Plays very nicely, due to a combination of changing gamestyles, and good control.

▼The game's new ideas are offset by the ease with which they're overcome.

LASTABILITY

78

▲The game starts to kick in hard mode, which is the only mode that allows you to finish.

▼This isn't a hard game by any means, and you won't play it much after completion.

OVERALL

80

A good-looking, smooth-playing attractive platform game. No ground-breaking stuff, however and it won't keep you interested for too long.

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TITLE COUNTDOWN SPECIAL!

SATURDAY MAY 1, 1993

MATCH

MAN. UTD AND VILLA POSTERS INSIDE!

Plus! NEW BOYS! Spotlight on Wycombe Wanderers

SAD LADS! Why there'll be tears at Villa Park!

Good guys! Man. Utd's clean sweep!

Win!
* SIGNED ENGLAND SHIRT! * MORE THAN 100 SOCCER, WRESTLING AND MUSIC VIDS! * A SEGA MEGA DRIVE AND SONIC THE HEDGEHOG GAME! * THE CHANCE TO PLAY NINTENDO ACE METRO! * A HOLIDAY OF A LIFETIME! * TITLE COUNTDOWN TICKETS FROM 'SKY SPORTS'! * DUTCH SHIRT SIGNED BY RUUD GULLIT!

MEAN MACHINES SEGA

CHA



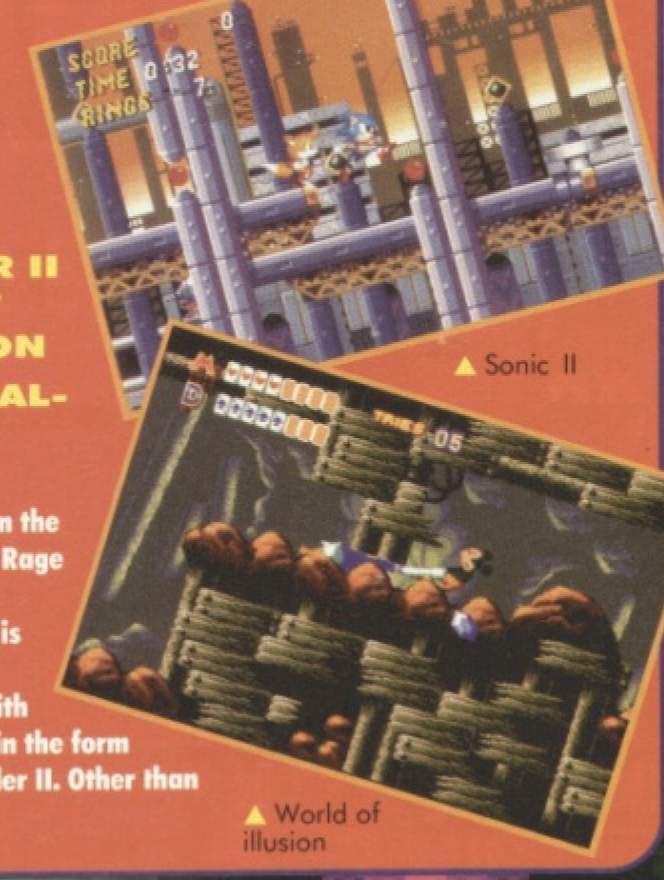
If you come over all unnecessary at the mere thought of looking at some lists, the All New Charts Spectacular, presented by your host Rad Automatic, will send you into a frenzy of frothing and all-round apoplexy. This is Lists Paradise, the place where all good lists want to go, displaying all manner of information in tabular form. It's certainly the place to be for lists fans.

MEGADRIVE

1 ECCO
2 STREETS OF RAGE II
3 SONIC 2
4 CYBORG JUSTICE
5 ROAD RASH II
6 G-LOC
7 ROLLING THUNDER II
8 THUNDERFORCE IV
9 WORLD OF ILLUSION
10 LOTUS TURBO CHALLENGE



Ecco retains his lead on the charts, with Streets of Rage hankering just after. Surprise of the month is the high entry of the godawful G-LoC — what's wrong with you? Ooh, there's some good stuff in the form of Cyborg Justice and Rolling Thunder II. Other than that, not all that much happening.



▲ Sonic II

▲ World of illusion

SHOOT 'EM UP CHART

1 JUNGLE STRIKE

Electronic Arts' stunning new release is simply the GREATEST shoot 'em up ever to be released for the Megadrive — packing in super playability, a massive quest and gorgeous audio-visuals.

2 HELLFIRE

It might be pretty old, but Hellfire is still the best blaster available for the Megadrive. If you haven't already got it, make sure it features high in your list of near-future purchases.

3 DESERT STRIKE

Classic psuedo-3D shooting fare. Original and very challenging, easily one of EA's finest hours. The sequel, Jungle Strike, has followed this trend of smartness.

4 GYNOUG

Gore Central as far as shoot 'em ups go, Gynoug pits you against all manner of hideous undead. The graphics are still impressive and the game itself is still as challenging as ever, even if it isn't that new a title.

5 THUNDERFORCE 4

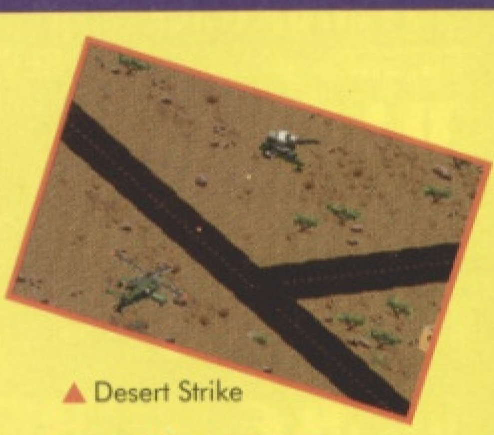
Latest in the long line of quality shoot 'em ups bearing the Thunderforce monicker. Thunderforce 4 sports some great graphics, a load of original features and ultra-tough gameplay.

6 TWINKLE TALE

All right, so it's got an embarrassing name and stars a cute little character instead of a spaceship, but Twinkle Tale is absolutely rockola and one of the most solid shooters on the Megadrive.

7 STEEL EMPIRE

Amazingly atmospheric 1800's Super Science blaster with great graphics, plenty of variety and even — gasp! — a smidgen of originality! However, it's not that hard, so experienced killing fans apply elsewhere.



▲ Desert Strike

8 BIO HAZARD BATTLE

Not as polished as some of the other games in this list, but Bio Hazard is very tough and has enough to see and do to make it highly involving. And there's some really gross things to shoot in it too.

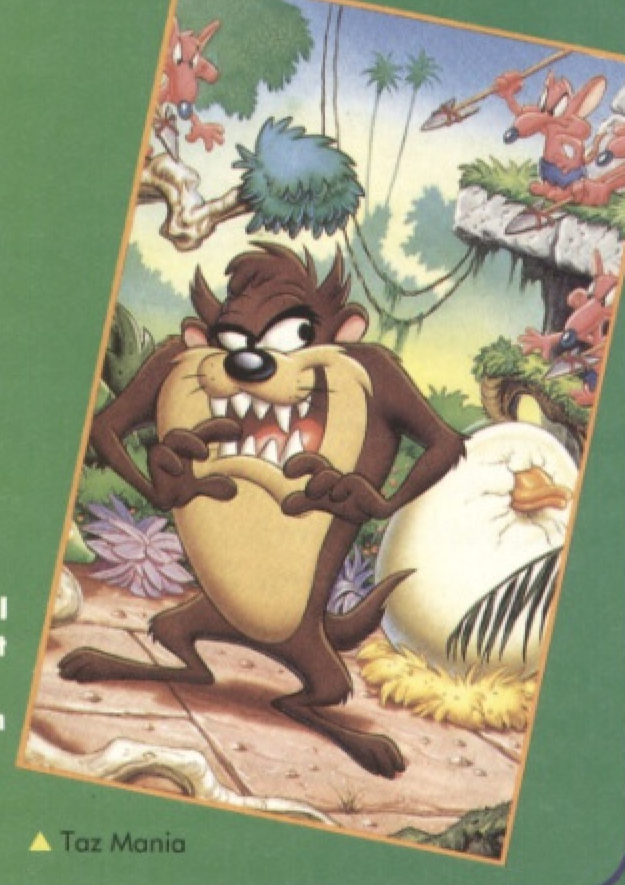
RTS

MASTER SYSTEM

1 MICKEY MOUSE II
2 MASTER OF DARKNESS
3 RAINBOW ISLANDS
4 SONIC 2
5 TAZ-MANIA
6 PRINCE OF PERSIA
7 SUPER KICK OFF
8 THE SIMPSONS
9 LEMMINGS
10 TOM AND JERRY



It's all change in the Master System stakes. Fab title Mickey Mouse II hits the top spot straight away, with the dreamy game Master of Darkness hanging on to its number two position. It's good to see Rainbow Islands and Taz-Mania in there, though.



▲ Taz Mania

9 R-TYPE

Best Master System shoot 'em up in a rather narrow field. However, how they managed this conversion is a mystery. All the fun and death of the coin-op is included and it's great, apart from the sprite flicker when things get busy.

10 ZERO WING

Another crumbly old cart this one, but Zero Wing still stands as one of the most enjoyable games of its kind.

▼ Gynoug



GAME GEAR

1 STREETS OF RAGE
2 SHINOBI 2
3 SONIC THE HEDGEHOG
4 ALIEN 3
5 LEMMINGS
6 TAZ-MANIA
7 DEFENDERS OF OASIS
8 BATMAN RETURNS
9 INDIANA JONES' LAST CRUSADE
10 PRINCE OF PERSIA



Violence fever is gripping the Game Gear, with Streets of Rage and Shinobi occupying the top two slots. Amazingly enough, there are no new entries, although expect the spiffy Master of Darkness GG to make an impression sometime soon.

TOP TEN REG KRAY SLANG PHRASES

1 APPLES AND HE'S AT THE JACK AND DANNY, SO BLANK HIM.
I say, ignore the fellow, I believe he's pulling your leg. See also "Yer joiking my chain".

2 APPLES AND NIT, IT'S A COSSER
Quieten down a bit please, here comes a representative of the law.

3 APPLES AND GAMMONING COVE
A juvenile thief. See also "Stop These Evil Computer-Game Fuelled Ram Raiders".

4 APPLES AND COP FOR HIS BOAT AND BLOW
Examine his face and depart the premises.

5 APPLES AND NELSON RIDDLE
To play the fiddle. Not to be confused with his brother, Jimmy.

6 APPLES AND AT THE HURRY UP
To take one out of stride, whatever that means.

7 APPLES AND AIREDALE AL
An ugly, ill-mannered, uncouth or boring man or youth. Called Alan. Or Alex.

8 APPLES AND ANNIE OAKLEY
A meal ticket, particularly one issued to circus performers.

9 APPLES AND FAKUS MR
A store detective, or perhaps a man whose surname is Fakus.

10 APPLES AND PLEASE DON'T KILL US WHEN YOU GET RELEASED FROM PRISON REG, WE'RE ONLY JOKING
Reg Kray's Book of Slang is available in all good book shops priced £4.99.

STAFF CHART



JULIAN RIGNALL RICH LEADBETTER LUCY HICKMAN OSMOND BROWN RADION AUTOMATIC

1 THUNDERHAWK
Core Design's first Mega-CD title is shaping up to be the most amazing game ever released on a home Sega system. Check out the four page expose in this very issue!

2 FINAL FIGHT CD
Only just available in Japan, but we've had it knocking around the office for yonks — ha ha! One of the greatest arcade conversions ever and a rip-snorting splendid game

3 SILPHEED VR
Grrroinks! Silpheed really shows what the Mega CD can do. It's not quite VR, but it's as close as say, the Virtua Racing coin-op. Mega blast action across some of the most spectacular backdrops ever seen ever ever.

4 TINY TOONS
Aaah! Isn't that Buster Bunny a sweet little chap? Cute wabbits aside, Tiny Toons is a long and challenging platform affair which has become a huge office favourite.

5 ECCO
Cathy Dennis' favourite Sega game (and dolphin) and one of ours too. Mind you, we don't get to spend two weeks swanning around Florida with some real dolphins just for publicity like Ms Dennis. Pah.

6 MICKEY MOUSE II
The mouse with the ears is back, and this time he's brought his dad. Well, not quite, but M-I-C-K-E-Y-M-O-U-S-E has returned to the Master System in this high-notching platform jape which we like lots.

7 MICRO MACHINES
Possibly Rad's fave game of all time. The release of this groovy racing title has been held up a bit, but it's worth waiting for. Only positioned so low because no one'll play against Rad anymore — cos he's not very good!

8 MASTER OF DARKNESS
Chipper Castlevania-style Gothic horror adventure of doom. Loads of zombie-dispatching fun and larks over a number of long and taxing levels. And it's got Dracula in it.

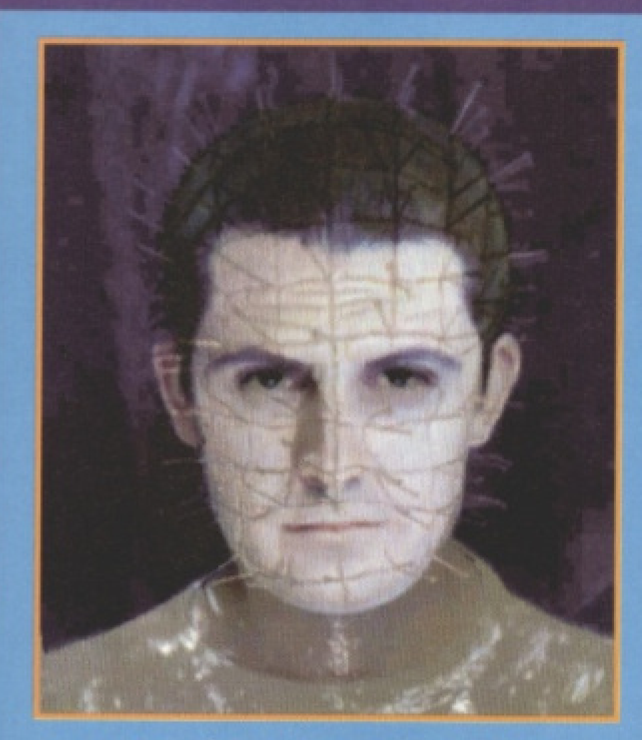
9 LEAGUE SOCCER
A new entry into the charts, this above-average soccer game really makes the grade with the amazing four-player tap option!

10 STREETS OF RAGE II
We've witnessed the tearful reunion between Adam and Skate about a million times, but we still love Streets of Rage II, especially for all the two-player fun it offers.



ANDY MCVITTIE ANGUS SWAN PAUL DAVIES DAVE KELSAL TOMMY COX

YOU HAD TO BE THERE... THE TOP FIVE FRASER GRAY JOKES



1 "I'M A FREE RANGE EGG! I'M A FREE RANGE EGG!"

Shouted with a large lump of polystyrene over each ear.

2 "I'M DOUGLAS BAADER! BAADER!"

Shouted whilst goose-stepping around the office.

3 "VLAD TEPES HAS GOT HIS STAKE OUT, HIP HIP HIP HOORAY..."

Sung to the tune of The Sun Has Got His Hat On, with a sinister gleam in the eye.

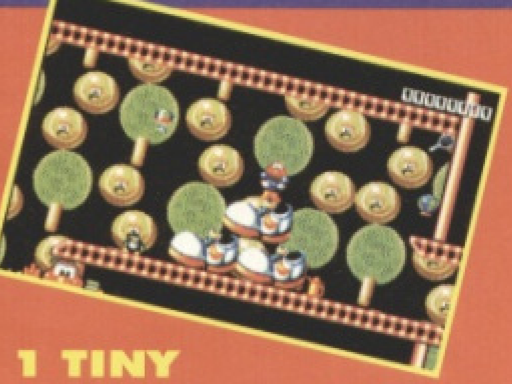
4 "WHY DIDN'T I GO TO NORWAY THIS YEAR?"

Because he couldn't a-fjord it.

5 "LOOK ItS MASONIC THE HEDGEHOG"

Whilst debating about the various subversive influences in games with the crew of Megatech.

PLATFORM GAMES



▲ Robocod

1 TINY TOONS

Our current favourite platform game has to be the adventures of that wag-eared scamp Buster Bunny and his pals.

2 MICKEY MOUSE II

Master System owners rejoice, for Mickey haveth risen again. His second MS outing is one of the finest platform games around at the moment.

3 ALIEN 3

Not just a platform game, it's a beanfeast of death. Fans of platform and mass murder fans should find great enjoyment in this splendid cart.



▲ Spider Man

4 SONIC 2

It looks great, sounds great and plays very well. The trouble is, it's just that lot bit too easy to qualify it for the premium chart spot

5 GHOULS 'N' GHOSTS

It's old but it's still great. Amazingly, most Megadrive owners don't actually own a copy of this, which is pretty surprising because it's fab.

6 X-MEN

A fab Marvel license makes it way over for Megadrive conversion and comes out a right treat — any X-fan is bound to love this.

7 SPIDER MAN

More old game fun here, with the original Spidey title. Mind you, this is probably the only game with the license to fully exploit Spidey's abilities. A good bet for both platform and comics fans alike.

8 ROBOCOD

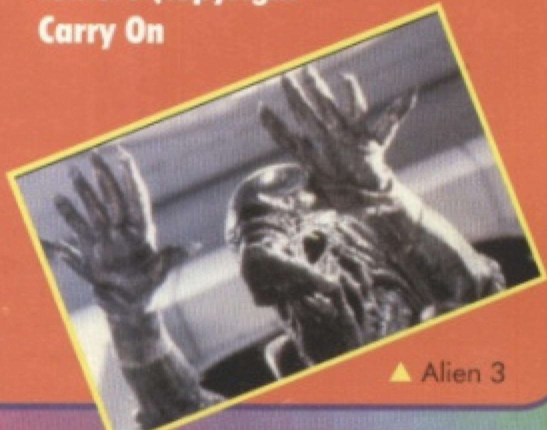
Stunned the world last year by being better than Sonic, which it is. A huge game packed with things to do and places to explore. However, it's set at Christmas, so it has to stay near the bottom of the chart till December.

9 E-SWAT

Pretty much ready to collect its bus pass, this one. However, we're not ageist here, and just because this is a pretty early Megadrive game doesn't mean it isn't very enjoyable, and indeed, challenging. It's crap on the Master System though.

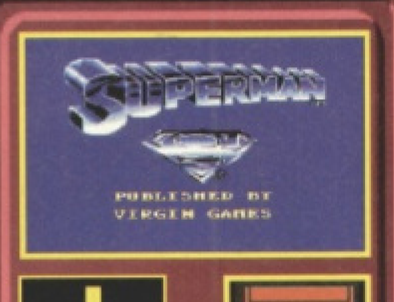
10 EX-MUTANTS

Not the most visually stunning game in the world, but Ex-Mutants is long and hard enough to satisfy even the most demanding of customers (copyright Carry On



▲ Alien 3









PRICE	TBA
BY	VIRGIN
RELEASE	JUNE

OPTIONS

CONTROL: JOYPAD
CONTINUES: EARNED IN GAME
SKILL LEVELS: 3
RESPONSIVENESS: SKILL
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

TWO LEVELS COMPLETE

ORIGIN

This is an improved conversion of the original Megadrive game — which hasn't even been released yet!

HOW TO CONTROL

Use the D-Pad to zoom around the screen, using the jump button to take to the air. Various attacks are activated by using the punch button. Special powers are invoked by flying and then using the punch button.

1 Jump/Fly

2 Punch/Heat Vision

HOW TO PLAY

Guide Supes through the multi-directionally scrolling levels, decking meanies and splattering evil end-of-level bosses!

SUPERMAN

Oo-er! Superman's in deep do-do! One of his many enemies, one Brainiac, has learned of the intimate connection between the Man of Steel and Lois Lane and in a fit of rage has kidnapped the lovely reporter! Now, with Superman busy on the rescue attempt, Brainiac and his demonic minions are bent on taking over the entire Earth!

Superman decides on a plan to do away with the evil genius. Using his amazing super-powers, he plans to attack Brainiac's operation at a street level, working his way through the echelons of the evil being's invasion force taking on meanies left, right and centre.

It's up to you, controlling the Man of Steel, to reach Brainiac's control centre in deep space. Then it's an all-out battle to the death: hero versus villain in a titanic struggle for overall supremacy (or something along those lines).

▲ *The Man of Steel: Superman himself... before he was killed off by Doomsday in the comics and then resurrected. Aha!*

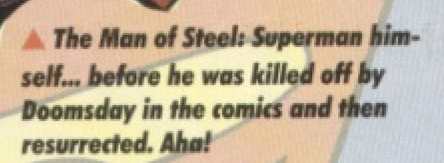


▲ *The Snot Demons of Doom attack!*

COMMENT

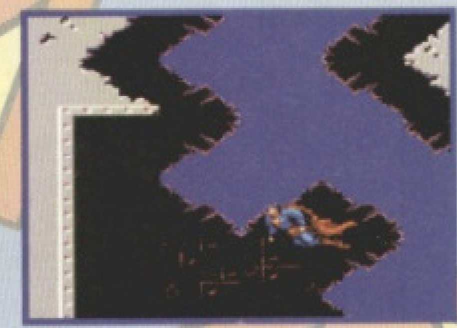


Superman is a fairly decent Master System release. The graphics are okay, the gameplay is very smooth and quite compelling. As Rich says, the best thing about this cart is that the difficulty level is pitched so well. Although at first the gameplay is very tough, it's still quite addictive — and that quality keeps you coming back. An above average release worth looking at.





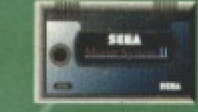
▲ *"Raving, I'm raving."*



▲ *An all-action shot of the game.*

SUPER POWERS OF DOOM

Superman has access to a number of fabbo powers. The most obvious of them all are his flying powers — which take effect if you keep your finger held down on the jump button. Once flying, Supes has the ability to make use of his topper heat vision. Whilst not as powerful as his super-powered fists, it comes in handy for blowing up any flying meanies.





SUPERMAN: THE COMICS

Hang on? Wasn't Superman dead in the comics? Well, yes, but as we write this, DC Comics have just released a new Superman series called... Superman Lives! Now there are FOUR Supermen. Clark Kent's body has been resurrected — but his spiritual essence has been lost and he's a lot nastier. There's a Superman who's actually a kid who is a clone of the original Superman. Oh, let's not forget the cyborg Supes, who can't remember Superman's previous existence. Finally, there's a construction worker (who is in fact a technical genius), who create his own Superman armour! Strange eh?




DAILY PLANET

SUPERMAN SAVES CITY

▲ *The game's cacky intermission screen in all its glory.*

COMMENT

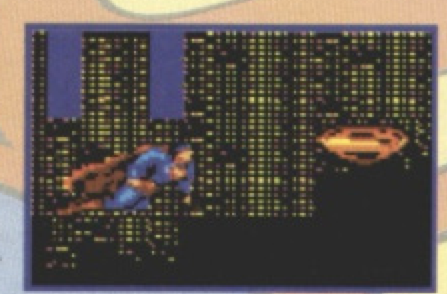


RICH

Superman is initially quite frustrating. It's too tempting to shoot up into the skies and promptly get blasted by a meanie that shoots on to the screen. The key, of course, is patience, and once I'd spent a bit more time on the game I began to like it. The control method is exceptionally well programmed — the action is smooth, very fast and quite addictive. It's also a very tough game too. Working your way through the levels takes quite some doing, but you always seem to make some progress, which always brings you back to the game. It's not a classic release, but it's certainly worth checking out if you're after a game with some challenge.

YES SIR, ICON BOOGIE

Superhuman powers don't come cheaply — not even for Superman. Dotted around the landscape are various Superman logos. Collect these to endow Supes with a superhuman power. For example, in the first level, collection of an icon endows Supes with heat vision — ideal for in-flight meanie frying. Other collectables give the Man of Steel extra stamina. Very useful indeed.



PRESENTATION 66

▲ Some options to tweak and a nice title logo...
▼ But the Daily Planet intermission screens aren't up to much at all — in fact, they look cack..

GRAPHICS 69

▲ The scrolling's some of the best seen on the Master System and the animation's quite good.
▼ The sprites are very small, there aren't many of them and some of the backdrops are a bit dodgy.

SOUND 55

▼ A veritable cavalcade of average sound effects coupled with instantly forgettable "music".

PLAYABILITY 72

▲ Superman's fast and playable. The difficulty level is pitched just right.
▼ The initial difficulty a lot of players had with the game might be its downfall in the playability department.

LASTABILITY 78

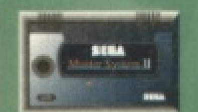
▲ The game's very tough indeed — and that's on EASY mode! On the NORMAL and HARD settings,
▼ Superman will take AGES to beat, and you might get too frustrated to play it right through.

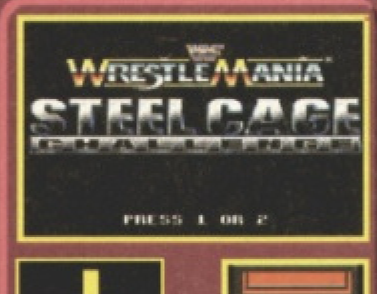
OVERALL 75

Better than the Megadrive version! Superman is fast, tough and playable. However, it is very frustrating, which will put a lot of players off the game.

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	□□□□□
CHALLENGE	■■■■□
ACTION	■■■□□
REFLEXES	■■■□□
ORIGINALITY	■■■□□









PRICE	TBA
BY	ACCLAIM
RELEASE	JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: REMATCH OPTION
SKILL LEVELS: 3
RESPONSIVENESS: LOOSE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Completed EASY level

ORIGIN

The WWF stars move to a Master System version of their rock 'ard steel cage wrestling events.

HOW TO CONTROL

The joypad is for movement in the ring, and choosing grapple moves.

1 PUNCH/GRAPPLE

2 KICK/RUN

HOW TO PLAY

Move your wrestler around the ring, punching and kicking your opponent to weaken him. When fully weakened, perform a successful pin for a count of three.



STEEL CAGE CHALLENGE



You often have to suffer for your art and wrestling is no exception. Those paragons of the body beautiful spend many sinew-twisting hours in the gym, only to subject themselves to the mercy of the ring, and the scrutiny of senior citizens. And for what, apart from the Olympian idea of the sporting elite?

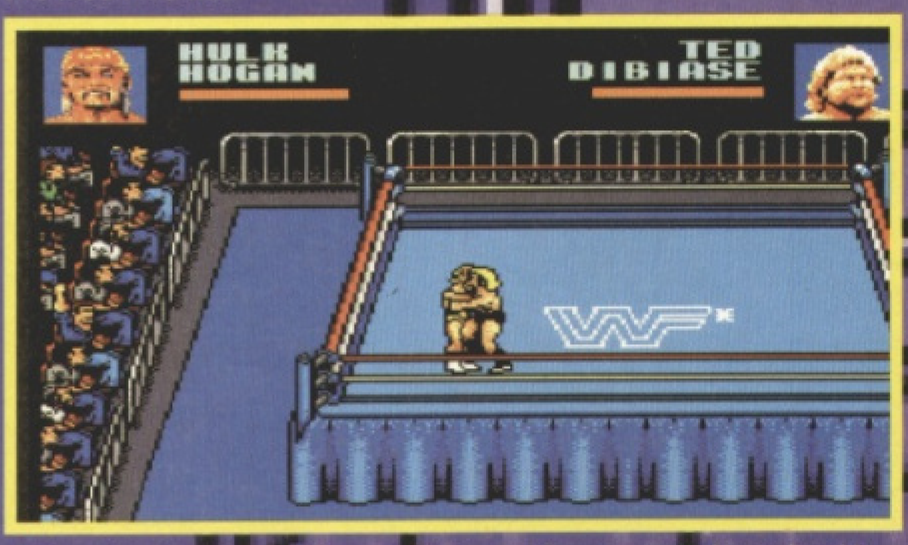
Well, the truth is, most wrestlers are actually quite fond of their beer and tabs, greasy egg and chips, and 'full fat' Coke. Now, these obese specimens come to the Master System where the roughest rumbles take place in the steel cage, in a multi-format wrestling event for one or two mean muthas.

COMMENT



GUS

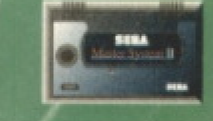
This is much the same fare as the Megadrive game, but seems to strip out most of the fun, and make the most of the bad features. Moving the characters round the ring is simple enough, but once in a grapple, the control method seems to desert you, leaving you often to the tender mercies of your opponent. Graphically, the fun has been lost, with each of the wrestlers drawn much the same and being animated quite poorly. No spotty pants or extravagant throws. In fact, it's all so terminally dull that I was yawning within minutes of switching it on. It's superior to disastrous fighting games like Pitfighter, but WWF is still dull as dishwater.



▲*Come Dancing never had it so good! Ooh, watch my mascara, honey-bunch!*

SQUARE UP

There are two stages to any wrestling match. The first is when both opponents are still standing. This is an undesirable state of affairs, so the task is to take someone out (not for a curry). Repeated punches or kicks are a useful way of knocking someone off their feet. Even more effective is a grapple which involves grabbing the foe, then executing a variety of nasty turns, like shoulder throws and head-butts. Throw them off the ropes and then floor them with a clothesline. But grapples can go both ways, so a fight for control often ensues. A floored fighter recovers in relation to the length of his energy bar. When he's weak, a pin should follow a throw, as victory comes after only a count of three.





How did I get roped into this debacle anyway? Let me out, I want my mommy!

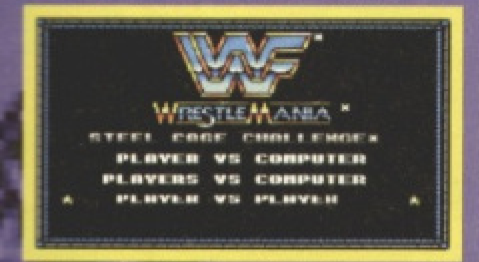
SAME OLD FACES

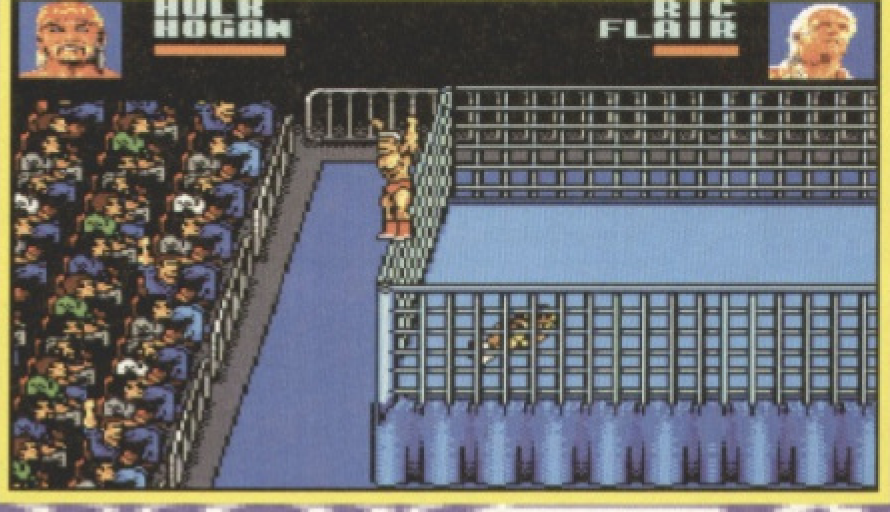
There were eight featured wrestlers on the Megadrive version, but some rearrangement and additions have brought the line-up up to ten here. The Undertaker, Rick Flair, Bret Hart and Tatanka join regulars Ted Dibiase, Papa Shango and (of course) the Immortal Hulk Hogan. But what happened to British Bulldog and Ultimate Warrior? **(They left the WWF — Rich)**



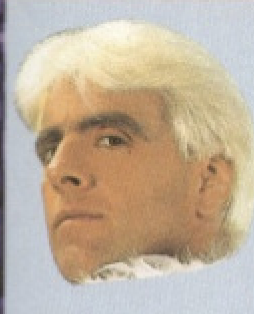


Look mum, no body!





COMMENT



RICH

This doesn't look too bad. Although the graphics are really small and the ring quite dull, the sprites aren't too bad. However, the scale of the sprites combined with their speed gives them an insect-like gait that's very unrealistic. The control method's very dodgy, making play frustrating and ultimately, dull. WWF is awash with colourful personalities each with their own characters and techniques. Unfortunately, there's none of that in this game, making WWF Steel Cage Challenge a tiresome wrestling sim that I reallly can't recommend.



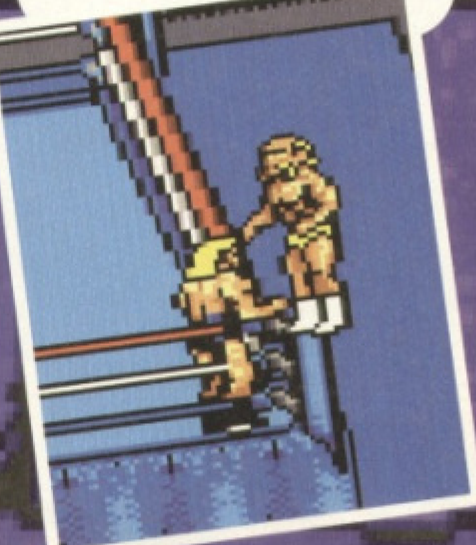
The Elephant man? Rad Automatic?



Mean Yob? Timmy Mallet?

SPITTING IMAGES

The Master System version of WWF is very similar to the Game Gear edition, apart from the omission of the two player option. Prospective buyers should realise the negative effect this has on the lasting interest. Also, the graphics appear much smaller on the Game Gear, and are quite difficult to discern on the small screen.



	■■■□□
DAY	■■■□□
WEEK	■■□□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	■□□□□
CHALLENGE	■■■□□
ACTION	■□□□□
REFLEXES	■□□□□
ORIGINALITY	■■□□□

PRESENTATION 69

▲Four play modes: single, tag, tournament or team tournament — three difficulty settings
▼A password mode would have been a good idea.

GRAPHICS 61

▲On the Master System at least, the graphics are clear and the sprites not too small.
▼Apart from the cage background, everything looks very dull and stays that way.

SOUND 60

▲Each fighter has a personal tune played before fights and after victories.
▼But these are sad and routine thump effects don't help much.

PLAYABILITY 48

▲Knocking seven colours out a friend is fun, especially with a tag team.
▼But the imprecise control method, and unvarying action is frustrating.

LASTABILITY 33

▲Even the easiest level is tough to beat…
▼…but that's down to imprecise controls and frustrating play. Interest in the game soon dies.

OVERALL 47

A bit of a John Major type of game. Not offensive to the eye or ear, but it just doesn't do anything for the player. We reckon that even diehard WWF wrestling fans will be disappointed with this one.



1-2 PLAYERS

PRICE	TBA
BY	FLYING EDGE
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

N/A

ORIGIN

All-Star Challenge features the stars of America's most famous basketball teams, in a head-to-head format.

HOW TO CONTROL

The joypad controls the movement and position of the player on court. Hardly a ground-breaking control method, but it does the job.

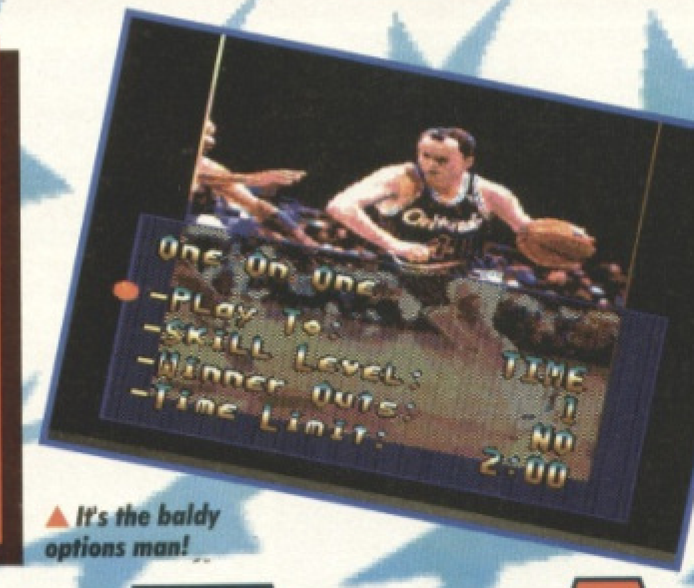
- A Jump/Shoot
- B Steal
- C Slam Dunk
- S Starts and pauses the game.

HOW TO PLAY

In each of the sub-games, score as many baskets in the shortest period of time.

In America, where basketball creates more mania than just about any other sport, every driveway of every suburban house has a hoop attached to the garage. That's where 'Pop' and 'junior' go to 'shoot the hoop' on all those American sitcoms, like Roseanne. Practising those ball skills in a one-on-one tournament seems to be a national obsession.

NBA All-Star Challenge is a recreation of this 'informal' knockabout, using only the area around one basket, and featuring the cream of players from the four NBA leagues, in a series of short, simple games.



▲ It's the baldy options man!

NBA ALL★STAR CHALLENGE

VARIATIONS ON A WELL WORN THEME

The only view you see in all the different sub games is a static position at one end of the court. That basket is your only goal, your only aim, your passport to sanity. Study now the variety of game options:



ONE-ON-ONE

You against the computer or another player. Choose either to play for a specific time, or until a points target is reached. You may steal and block, but the usual violations of five-a-side basketball prevail. Possession alternates after a basket is scored.

THREE POINT SHOOTOUT

Test your skills at shooting from the three point line, a wide arc surrounding the basket. Each player has four balls, thrown from 5 different positions on the line. Brown balls score one point, striped balls are worth two.

HORSE

A variation where two players have a skills match. One player plays a shot, and if successful the other must score from the same position, marked by an 'X'. If he fails, he is awarded a letter from the word 'Horse'. If the word is completed he has lost.

FREE THROWS

The player stands directly before the basket, and a crosshair rolls drunkenly around the goal area. Guide it to a position over the backboard and shoot. Choose how many balls you want to practise with.

COMMENT



GUS

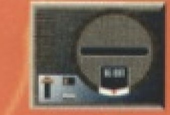
People must be very desperate in America if they want to go to, play in or be associated with events like these. I'm not so far gone as to enjoy playing the console version. This is just utterly dull and boring. You might wonder how a limited skirmish in a confined area of the court could work as a game. It doesn't. The graphics and presentation are fairly average, but the game is non-existent. It's not even engaging the first time you play, and offers no lasting value whatsoever. This goes down as one of the worst basketball 'games' ever.

LONG TERM REPORT

HOUR	3/6
DAY	1/6
WEEK	1/6
MONTH	0/6
YEAR	0/6

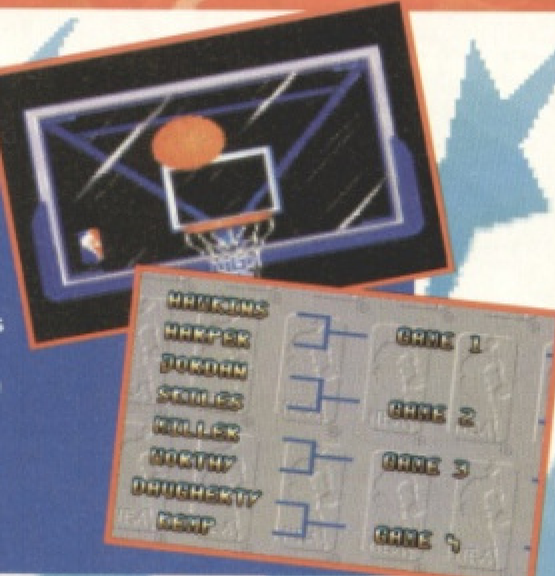
BREAKDOWN

STRATEGY	0/6
ACTION	1/6
CHALLENGE	2/6
REFLEXES	1/6

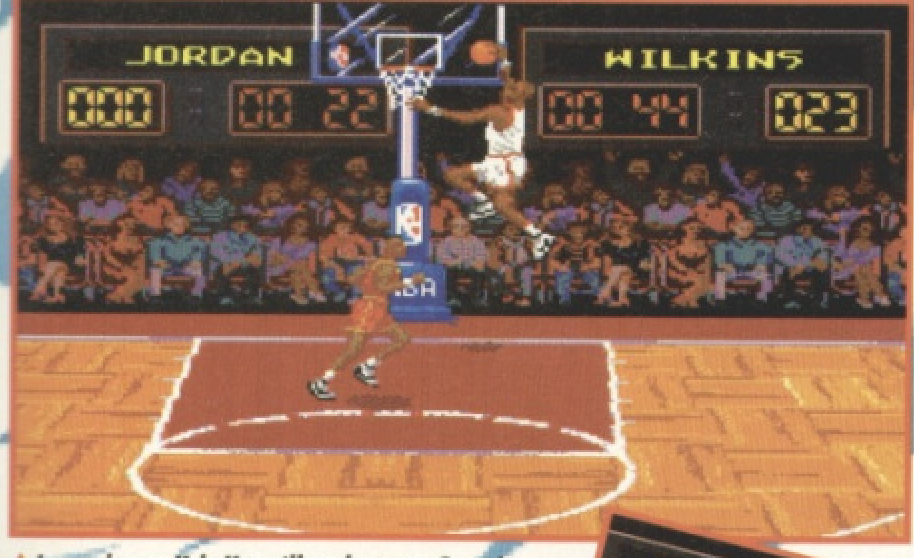


ONE-ON-ONE TIMES FOUR

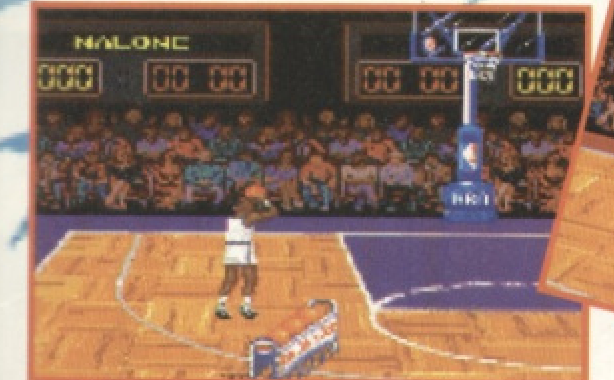
The Tournament option is the same as the one-one-one option, but each player selects four characters to face four opponents, and plays through two qualifiers to reach a final.



LL-STAR ALLENGE



▲*Jump, jump. Kris Kross'll make you...Sorry!*

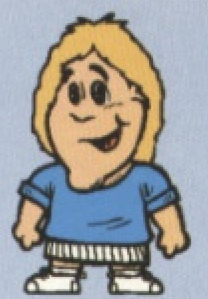


▲ *A basketball player tossing his balls yesterday.*

MAGIC, JAZZ, BLAZERS, SUPERSONICS

Each of the 27 teams of the Association fields one player, usually the best known, highest earning etc. Each player has his own characteristics for speed, accuracy and tackling.

COMMENT



MARK

Incredible, this is like the appalling Jordan vs Bird, but somehow worse. The individual 'events' are almost identical, no matter how you dress them up the aim is still to get the ball through the hoop. As if that wasn't repetitive enough the same bit of court is used for nearly all the events, which is a bit of a con if you ask me. It also lacks several import facets, such as a competitive element and fun. Most basketball games are tedious, this is just downright cruddy. If you're that desperate for a basketball cart check David Robinson's Supreme Court by Sega — at least that's playable.

VIOLATOR

As in normal basketball, certain actions result in fouls. Here, there are no free throws, just a change in possession. Travelling occurs when a player dribbles, stops or jumps, then continues without shooting. Charging and blocking are offences incurred when a player makes contact, or inhibits play. Time violations are also possible.

▲ *Lay up! Or something...*

PRESENTATION

▲ Nice graphic presentation of players and menus.

81

GRAPHICS

▲ Good player animation and clear sprites. The court looks okay.
▼ Very dark, dull colours, and virtually no variety.

61

SOUND

▼ A nondescript array of barely acceptable sound effects and forlorn music. Not great, by any stretch of the imagination.

52

PLAYABILITY

▲ There is a two player option, which offers head-to-head play.
▼ Very limited range of action. No variety. Dull from the very first play, although some players are quite skilled.

36

LASTABILITY

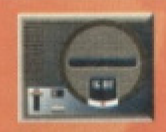
▲ Two players might get some brief, occasional enjoyment.
▼ The routine and flaccid gameplay holds zero lasting appeal.

25

OVERALL

29

A dull, wafer-thin excuse for a game that basketball fans especially should avoid at all costs.











PRICE	£39.99
BY	SEGA
RELEASE	OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: HARD

1ST DAY SCORE

73,570

ORIGIN

Based on the popular cartoon series starring the ultra right-on, environmentally-friendly super hero.

HOW TO CONTROL

Hmm, let me see. Run jump and shoot the baddies. Now where have I come across that before?

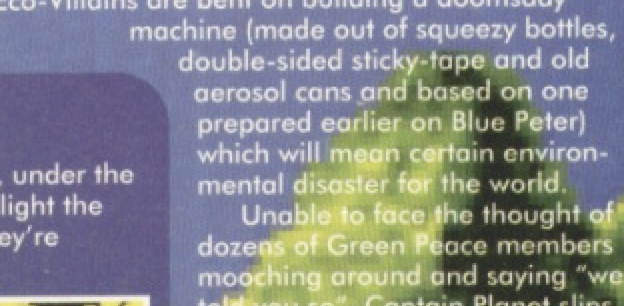
- **A** Shot
- **B** Super shot
- **C** Jump
- **S** Pauses the game

HOW TO PLAY

Guide your Planeteer through the maze of traps in the various Toxic Zones, avoiding damage and destroying the doomsday machines.

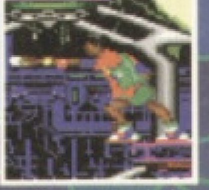
Saving the Earth from ecological disaster is no mean feat — especially when the likes of the evil Zarm and his very right-off Eco-Villains are bent on building a doomsday machine (made out of squeezy bottles, double-sided sticky-tape and old aerosol cans and based on one prepared earlier on Blue Peter) which will mean certain environmental disaster for the world.

Unable to face the thought of dozens of Green Peace members mooching around and saying "we told you so", Captain Planet slips on his best green hat and prepares to kick smog-ridden ass. His fellow Planeteers are imprisoned on Hope Island so to save the world, free them and combine your powers to negotiate the Toxic Zones and shut down the pollution machines against a tough time limit.

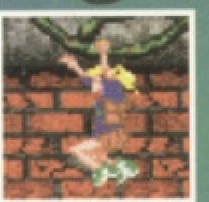


HOW GREEN IS MY VALLEY.

The trusty Planeteers are all trapped in four Toxic Zones, under the beady eyes of Zarm's henchmen. Using the D-pad, highlight the crystals which serve as their prisons to find out where they're being kept and who is their captor. The Planeteers are:



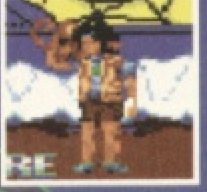
KWAME: African born Kwame's fetish is saving open spaces and endangered species (Jeremy Beadle?). With his power of Earth, Kwame hurls one ball of soil (button A) or three balls at once (button B).



LINKA: With an IQ larger than Bernard Manning's waist-line, Linka, a music and computer nut, hails from Russia. Wind is her bag (so don't stand too close to her).She fires one wind ball (button A) or three together (button B).



WHEELER: This is a tough street kid from Brooklyn whose considered a bit of a fire brand due to his quick temper. He's a whiz with fire and throws one fire ball with button A or three with button B.



GI: This Asian lass is into high tech, high style and rock 'n' roll. She's more at home in the water and even talks to fish (although they don't answer back). Her water balls are three fold when using the super button.



MA-TI: The baby of the group, Ma-Ti grew up in the care of a Kayapo Indian Shaman. He possesses the secret of the Rain Forests and special healing skills. His power, Heart, lets him communicate with the others across vast distances.



GAIA: She's the Planeteers' source of wisdom, info and advice. As the spirit of Earth, her health depends on the health of the planet.





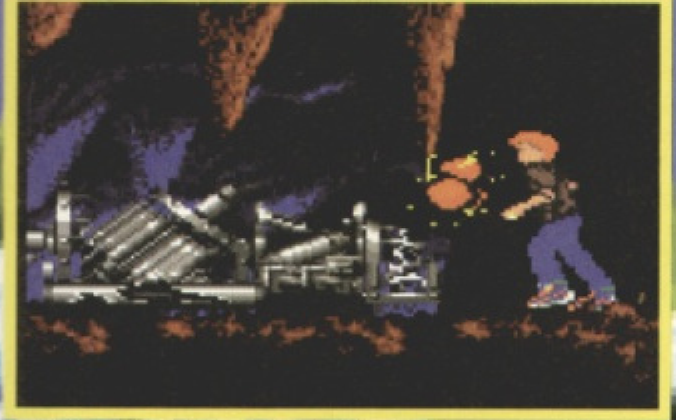


▲ *Enjoy the fly-swatting level in this ecologically sound romp. Probably.*

POWER TO THE PEOPLE

You start your quest with four globes of energy which can be replenished along the way. When your last globe disappears you're warped back to the Eco-alert screen and have to start again or choose another Zone .You also start with four power units which can be boosted with power pellets that leak from fallen enemies. Beware because when your power runs out your Super Blaster is useless and you can only fire single shots every three seconds.





▲ *You broke it now you've got to pay fo*

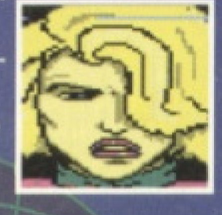




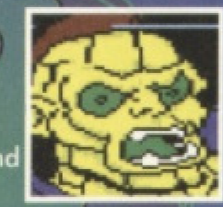
▲ *Ree-gretss-ah, ay've 'hed aye feeyoo...*

BLOT ON THE LANDSCAPE

Much as they get slagged off, without the obligatory baddies there would be no game. So here they are in all their technicolour glory:



DR BLIGHT: This nutty scientist gets her kicks from creating biological freaks that waste the environment. MAL, her supercomputer, assists with obvious glee.



DUKE NUKEM: A victim of his own catastrophic experiment, this is your very own 'glow-in-the-dark' mutant who's mad on radio-activity and turns up at every nuclear melt down — to make things worse. His assistant is the dopey Leadsuit.



HOGGISH GREEDLY: This human's pig is eating the world out of house and home followed by his gutsy sidekick, Rigger.



VERMINOUS SKUMM: A thoroughly unpleasant rat-like bully who thrives on filth and disease — particularly spreading them — together with his flunky, Squeak.

ZARM: This malicious Earth spirit is the exact opposite of Gaia who plans to sink the world in pongy pollution.

COMMENT



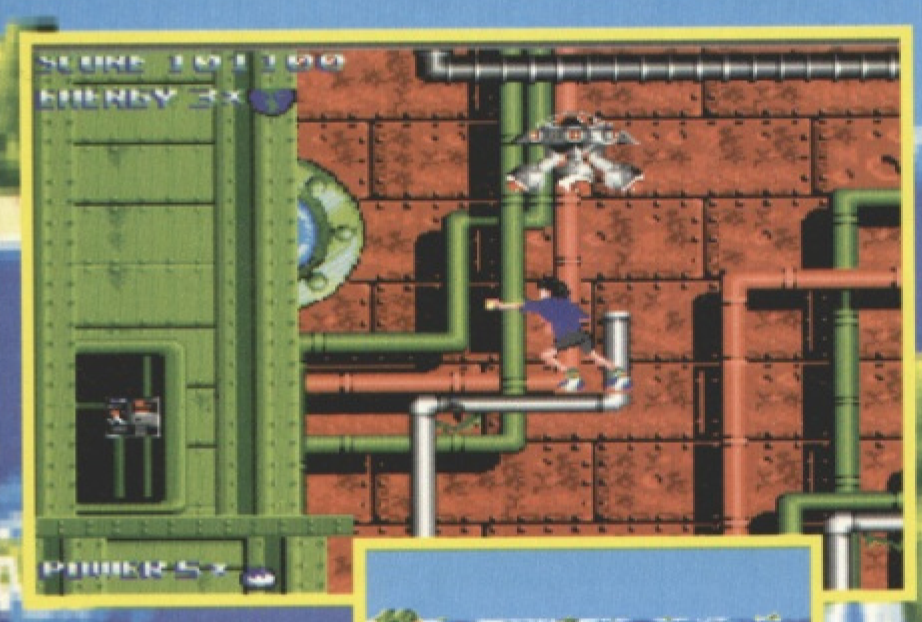
Having played very mediocre versions of this game on other formats I wasn't expecting miracles from this version — and wow, was I right. There isn't even a whisper of a miracle in this game or, for that matter, much gameplay. On switching on, I was almost impressed by the presentation and going into the game I noted the graphics were not much worse than other shoot 'em up puzzle games such as Toxic Crusader which although cacky looking are mucho fun on the gameplay front which is what I expected from Captain Planet — how wrong I was. The controls were horrendous with Planeteers who, in the immortal words of Simon and Garfunkel, kept slip-sliding away. All the time. Off everything! With decent controls this could have been a half decent game but as it stands it's a waste of space and a waste of money — steer clear.



COMMENT



Captain Planet wasn't what you could call an inspiring cartoon, but even then it was still better than this pant factory. The basic idea of a number of different puzzle levels, each with their own theme and tests on your gameplaying skills may sound interesting, but the execution is so abominably poor it ruins what could have been an entertaining proposition. The control are very sloppy, the collision detection is terrible, your Planeteer constantly drops through platforms s/he should have landed on, and the puzzles themselves are laughably easy. There are three very difficult things about Captain Planet however. One is getting your character to do what you want, the second is keeping your temper for long enough t complete more than one level, and the third is actually believing that anyone has the guts to ask money for this.



▲ *An eager autograph hunter pursues Paul Davies as he flees his house.*

DANGER ZONES

Your quest leads you through five treacherous toxic zones including Dr Blight's Evil Computer where you must destroy five computer terminals while jumping between platforms and avoiding deadly laser beams. Then there's Duke Nukem's Uranium Mine which splurges out radioactive substances which you must stop by smashing the mines and atomic cloning devices.In Hoggish Greedly's Undersea Oil Rig you must quell Greedly's appetite before he drinks the world's entire oil supply. Then it's onto Verminous Skumm's Sewer Hideout to shut down eight valves controlling the flow of deadly sewage before the final showdown on Zarm's Doomsday Barge.



▲ *A disappointed autograph hunter forlornly awaits Paul's return.*

▲ *Hello, I've got purple hair I'm afraid. But hey, that's enough about me. My Planeteers are in danger. Apparently!*

PRESENTATION 53

▲ The zones are all vastly different and the presentation screens are very bright and cheerful.
▼ No two-player option or continues — bah!

GRAPHICS 47

▲ The sprites are large...
▼ But are badly defined and the bgck-grounds are reminiscent of some Master System's games.

SOUND 48

▲ Some fitting tunes.
▼ The sound effects are tinny and laughable in their ineptitude

PLAYABILITY 28

▼ Frustrating beyond belief as you struggle to make your Planeteer obey the simplest instructions — in vain!

LASTABILITY 22

▼ After just a few minutes wrestling with the obstinate controls you get an urge to hurl your Megadrive through the nearest window never mind pick up the joypad for another bash.

OVERALL 31

A very average licence converted into an absolute shambles of a travesty on the Megadrive — avoid at all costs.

CODEMASTERS GO MENTAL COMP!

The excesses of the software houses is legendary, but there's more than the usual quota of champagne flowing at Codemasters. Those Darling brothers are justifiably cock-a-hoop at being pals with Sega, and are releasing their topper hit Micro Machines in July.

If your memory's poor, let me just remind you of that wondrous little racer, Micro Machines, that scored a stonking 93% in MEAN MACHINES SEGA, Issue 4. A two-player classic, you get the chance to crash out in speedboats and tanks — and do it on the kitchen table!





THE PRIZE



So, in celebration of the game, Codemasters has joined forces with electronics giant Philips to provide one hell of a prize for some lucky MEAN MACHINES reader. Just chew on this:

A stonking 17 inch Philips Fastext colour TV — with Nicam digital stereo, onscreen display and full remote control (for your lazy convenience) altogether worth a whopping £299.99!.

A spanking new Sega Mega-CD, for hi-tech Megadrive japes!

A copy of that very same Micro Machines.



THE CATCH

There isn't one! Well, not really. Just answer this slightly brain-teasing question about the size of small measurements. Which is the smallest on a scale of titchy to whopping?

1. A yard. 2. A centimetre. 3. An inch. 4. A millimetre.

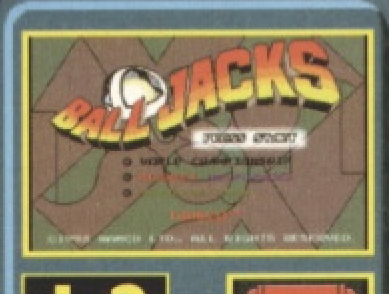
Send us the answer on a postcard and complete the following sentence in less than 10 words: 'If I were Micro Machine sized I would......'

Then send your entries to:
MICRO MACHINES COMP
MEAN MACHINES SEGA
PRIORY COURT
30-32 FARRINGDON LANE
LONDON
EC1R 3AU



Entries to arrive no later than 30 June. The editor's decision is final because he's rock 'ard. No member of the EMAP group, Codemasters or albino squirrels or anyone linked with aforementioned in any way whatsoever may enter the competition so ya boo sucks. Probably.









PRICE	£34.99
BY	NAMCO
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: PRETTY EASY

1ST DAY SCORE

Completed on normal.

ORIGIN

An all-new game based on robot crabs.

HOW TO CONTROL

Speed up and down the static screen with UP and DOWN. The buttons control the pincers of the crab you're controlling. Smart.

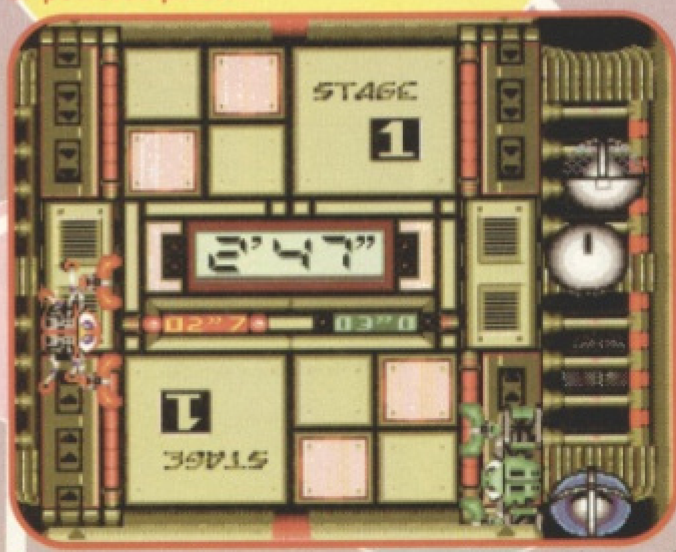
- **A** Pincer A
- **B** Pincer B
- **C** Pincer A
- **S** Pause/unpause the game

HOW TO PLAY

Steer your little crab up and down the screen in an attempt to pinch your opponents balls. Oh, tee hee! I said 'balls'!!!

Balls. A word which aptly describes this game. For they are indeed the very subject matter of this title. Yes, the ball game of the future is unlike any we know today. It's not soccer or even rugby, but the mighty metallic game of Balljacks. This game is played in an arena using two robot crabs, each of which has a conveyor belt running behind them loaded with balls. The object of the game is to use your crab's pincers to steal your opponent's spheroids and load them onto your own conveyor belt. Once this is done, your foe's Critical Time Meter, a matter of seconds, begins to run down, and only stops once he grabs a ball back, or it runs down completely and the round is forfeit. The first player to get three rounds wins the match.

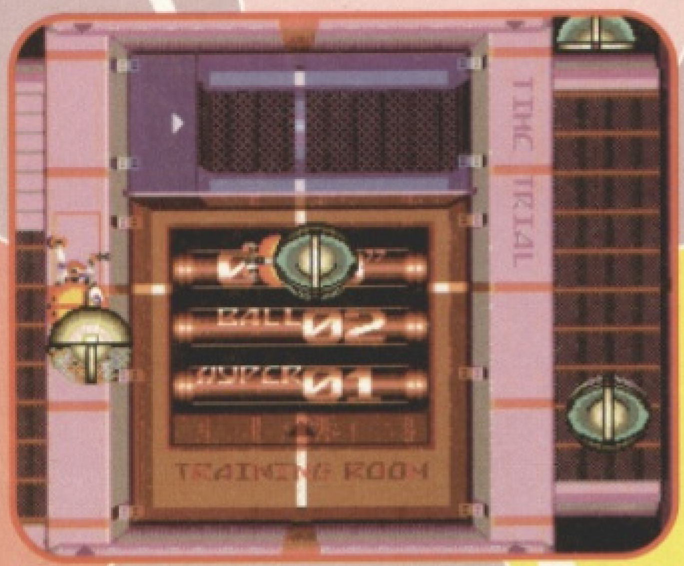
An overhead viewpoint is the order of the day here, with the up and down moving your crab along the rails and the joypad buttons operating your rocket-powered pincers.



"Dave, I asked you not to put any captions on this spread."

CRABS NIPPING AT YOUR BALLS

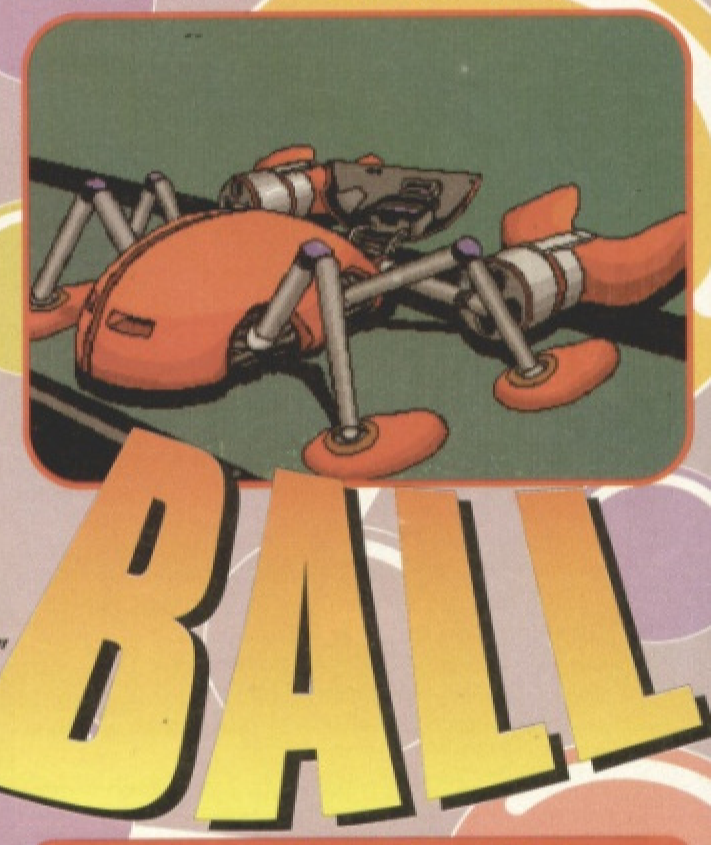
Each crab is equipped with a pair or rocket-powered sucker pincers. At the press of a button, one of these flies off straight in front of the crab, glues itself either to a ball (if it hits one) or the wall behind, and then homes back in to wherever the crab is. The A and C buttons control one claw, whereas the other is fired using button B. If the pincer has a ball in its grip the best idea is to try and damage your opponent by dragging the ball through them. Once a crab takes too much damage they lose the use of one or both of their claws. Once this latter happens they have to crawl into their crab dumper, where they are replaced with a fresh mechanoid.



..."I mean it's not the most interesting game to look at"

WINNER
PLAYER 1
TOTAL RESULT
WIN : 03-00
BALLS : 12-00
BREAK : 00-01

"But I thought it'd make the pages look pretty" cried Dave.



BALL

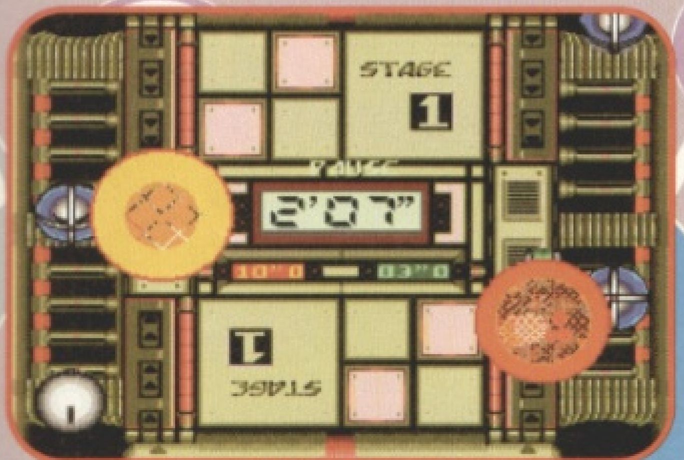
COMMENT



RAD

Balljacks really is quite a simplistic game and no mistake. There's one arena and a whole five opponents in the World Championship and that's about it. However, despite everything there really is some kind of perverse enjoyment to be gleaned from playing Balljacks. Once you have your tactics sussed and you know what you're doing when it comes to grabbing the balls and smashing up your rival it's actually quite a laugh. Some of the computer opponents are incredibly devious and are able to steal all the spheres and destroy your crab in seconds. In fact, as you get a bit into the game you realise how completely unfair it is, with the difficulty level merely appertaining to the impossibility of the strategies pursued by the opposition. However, these problems are gone in two-player mode, and it's easy to while away the minutes with a quick game of Balljacks. The thing is, whilst you may find yourself enjoying the game, you're laughing more *at* it that *with* it. The basic concept is quite novel, but it's all far too limited to have any real lasting appeal.



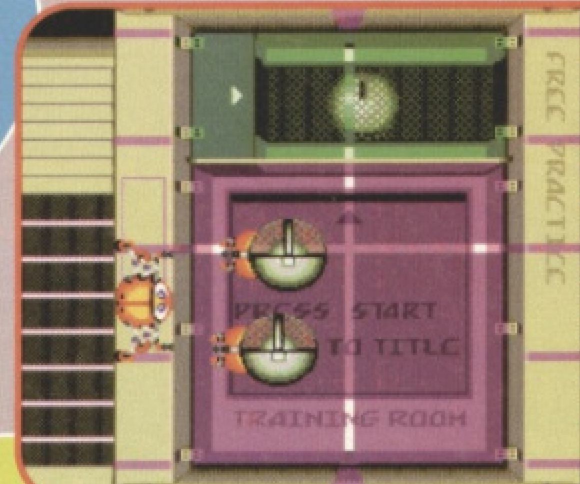


▲ *"I wouldn't say that this was pretty," moaned Andy*

ve.

PINCER MOVEMENT

If one of your spheres is heading over to your opponent it's possible to reclaim it simply by grabbing it out of your rival's grasp. Just aim at the ball and fire your pincer, although the other player does get a chance to steal it back off you again! Only strategically placing your crab to alter the flight path of your homing claw avoids half hour no-give-it-here-it's-mine tussles.



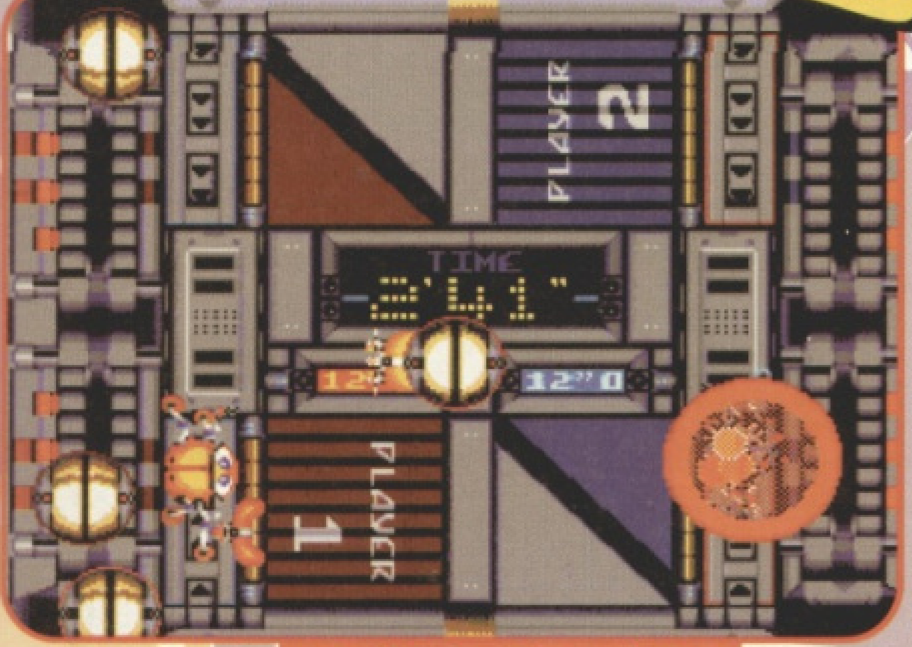
JACKS

COMMENT

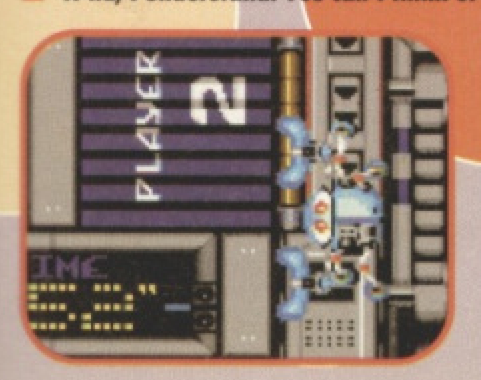


RICH

Oo-er! Balljacks really is a cheap and nasty game. The action, although fast, is utterly simplistic — basically being a case of pinching the other player's balls (fnerk) and doesn't really grab the player at all. In fact, the most enjoyment you get out of this is by laughing at how forlorn and sad it is. However, as Rad says, the action is strangely compelling — especially with two players (where you usually end up comparing notes on the game's deficiencies and laughing wickedly). That, coupled with the game's novel idea, keep you glued to the console for quite a while. I can't honestly recommend that you shell out real cash buying this game. I'd save the money and save up for a far more worthy purchase.



▲ *"A-ha, I understand. You can't think of anything to write!" proclaimed Dave.*





PRESENTATION 67

▲ Plenty of options and a couple of half-hearted presentation screens.
▼ It's actually all pretty lame.

GRAPHICS 73

▲ The crabs are quite good.
▼ The arena gets boring after a while, and that's the only other graphical element.

SOUND 65

▲ Zzzz. A small selection of dull tunes and muffled sub-Master System effects.

PLAYABILITY 67

▲ Quite fast and strangely absorbing.
▼ Although it's actually mind-numbingly bland.

LASTABILITY 58

▼ Not enough opponents to beat and the shallow gameplay means it probably won't last long.

OVERALL 63

Weirdly enjoyable — for a short while. After the novelty wears off Balljacks' appeal plummets faster than that 'plane out of Alive.











PRICE	£39.99
BY	SEGA
RELEASE	JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

396,000

ORIGIN

An original product, but the idea of mobile attack suits (Gundams or Valkens) have been big in Japan for years. Now Ranger X joins them.

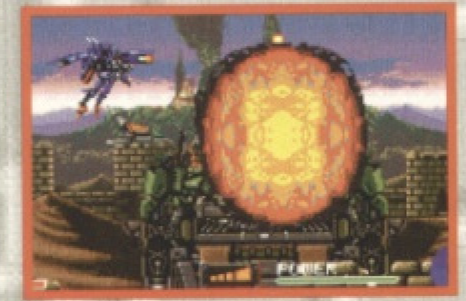
HOW TO CONTROL

LEFT/RIGHT walks the Ranger suit. UP activates vertical thrusters. DOWN crouches, or joins units together.

- **A** Fire Cannon Left
- **B** Fire Special Weapon/Choose Special Weapon
- **C** Fire Cannon Right
- **S** Starts and pauses the game.

HOW TO PLAY

Guide the Ranger X through each level, using the radar to locate each boss. Destroy the attacking forces.







The development of the mobile armoured attack suit was the biggest advance in war technology for a generation. These heavily protected and highly manoeuvrable weapons could take a single operative into the heart of an enemy battalion. The founding of a dedicated unit, skilled in using these devices, was inevitable: Witness, then, Ranger X!

Ranger X's hour of greatest glory, was the Earth's moment of greatest peril. Enemy forces from beyond the solar system had made a concerted attack, establishing ground and subterranean bases. Ranger X units were despatched, facing innumerable odds with only their remote control transport units. In the vaults, forests and skies, the future of the Mother planet hangs in the balance.

RAN

REMOTE CONTROL

The Ranger's back up unit is the Ex-Up. This ground unit matches the movements of the airborne Ranger X suit. Both units may be combined to a single piece, which has a homing cannon. Alternately, the Ranger suit may ride on top of the unit, taking it safely through hazards like acid.



ATTACK SUIT DESIGN

The attack suit has two weapon modes: a powerful repeater cannon, and the use of a specially attached weapon. The cannon is forward firing, and there are two fire buttons, which automatically reverse the direction of the Ranger suit. This means you may fire in a direction whilst retreating. The special weapon uses vast amounts of supplementary power, but has devastating effect.

SPECIAL WEAPON VARIANTS

INCENDIARIES

Projectiles which, when dropped, explode on contact, and travel in a wave, right or left.



FLAMETHROWER

Intense burst of pressurised plasma. Causes excessive drain on power resources.



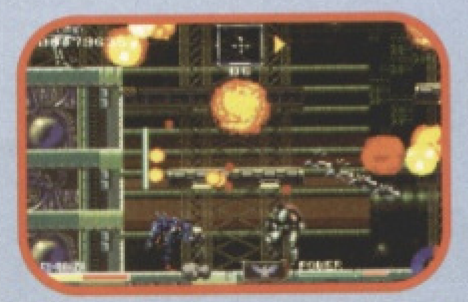
LASER

Twin laser beams which rotate around the ship's axis, searching for a lock on target. Moderately powerful.



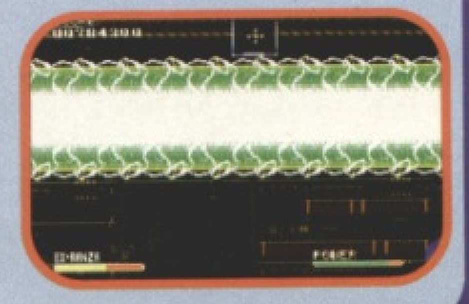
EAGLE

Homing weapon. A squadron of exploding eagle cyborgs devastate a single enemy position.



SMART

Small green beams shoot out, expanding into an enormous smart bomb effect! Yowzers.



AIR SUPPORT

In the heavily foliated jungle theatre, extra firepower is lent by a floating attack craft, which has substantial laser armament. This follows the Ranger slowly, so hasty progress isn't recommended.

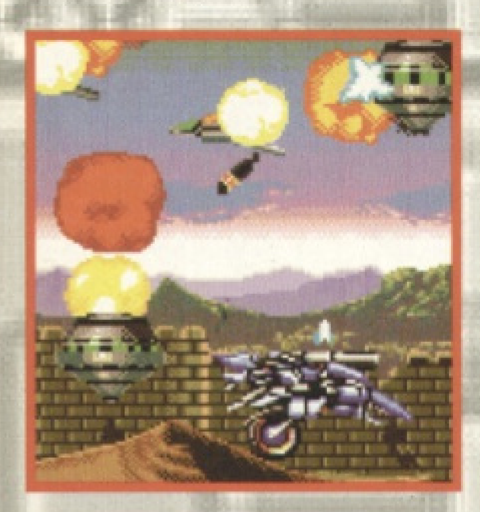
▲ Burn! Burn damn it!

GER-X

FLUX AND CONVERT

Blue convertors are easily identifiable, and lie strategically around each level. By using them, the special power reservoir is converted into shield energy. This is a useful way of bolstering a suit which has come under heavy attack. The potential for conversion is infinite.



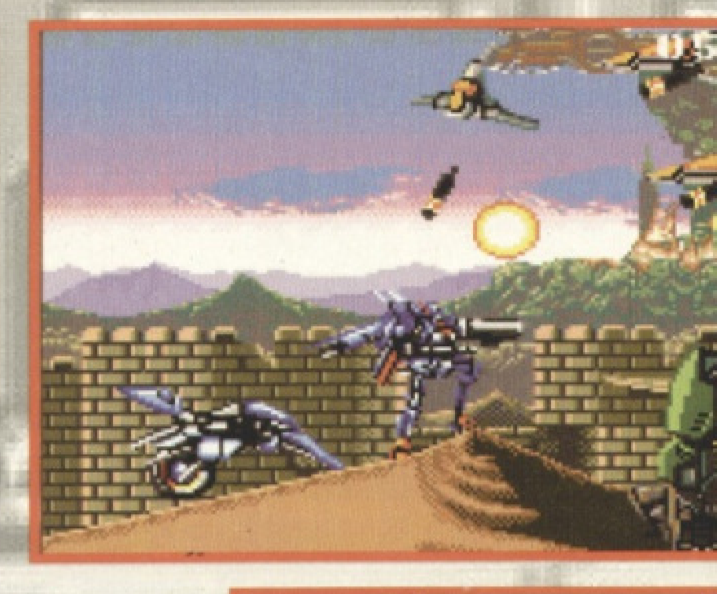


COMMENT



RICH

Oh yes! Ranger X ranks as one of the best scrolling blasters out on the Megadrive, comparing well with the likes of Gynoug and Hellfire! The graphics are amazing, with some mega Mode 7-type graphic effects, stunning animation and fabulous level designs. the explosions are amazing — they're utterly enormous, making the shoot 'em up action even more intense and satisfying. But it's the gameplay that's the best thing. The range of weapons available is great and the back-up vehicles add to the destructive fest. It's not easy to complete either. Getting through the first few levels takes you a fair while, and with the continues in short supply, the game keeps you coming back for more. Ranger X is a fabulous game, well worth getting hold of, even if you aren't really into shoot 'em ups.



STAGE PREVIEW

There are eight levels of intense blasting action in Ranger X, five of which we've decided to brief you with. You'll have to play the game itself to find out about the remaining three levels. Although we've completed the game, we're not going to give it all away.

STAGE ONE

Ranger X takes a trip underground with the express intention of taking out the enemy power grid. Various generators are dotted around the level, which spew shrapnel when the good Ranger attacks them. Destroy them all to gain access to the boss' underground tunnel — depicted in some of the greatest parallax 3D to ever reach the Megadrive!





▲*This is Ranger X. He's a large blue robot and he's hard. Not as hard as Oz, but hard nevertheless. Unfortunately for him the boss he's fighting is even harder! Doh!*

STAGE TWO

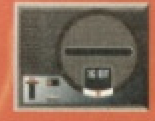
Ranger X takes a trip underground with the express intention of taking out the enemy power grid. Various generators are dotted around the level, which spew shrapnel when the good Ranger attacks them. Destroy them all to gain access to the boss' underground tunnel — depicted in some of the greatest parallax 3D to ever reach the Megadrive!



STAGE THREE

It's time for a trip to the woods — but not for a picnic! The alien legions have amassed more generators that MUST be destroyed! Only then can you progress to the lake and destroy the twisted crustacean that inhabits the murky depths!

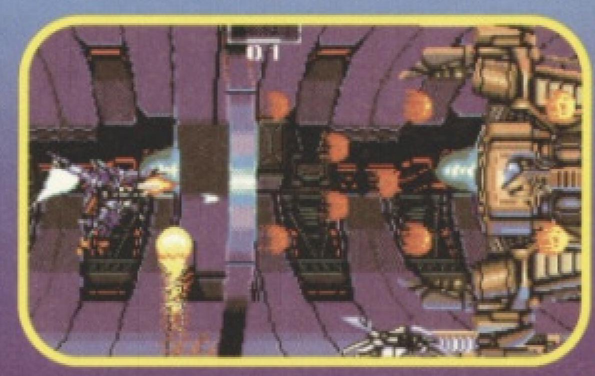






CONTROLLED THRUSTING

The vertical propulsion motor of the Ranger suit is effective and energy efficient. However, two principles govern it. Overheating causes the unit to cut out, which is caused by extended use. Secondly, strong inertial forces work on the suit, so delicate movements are advised.







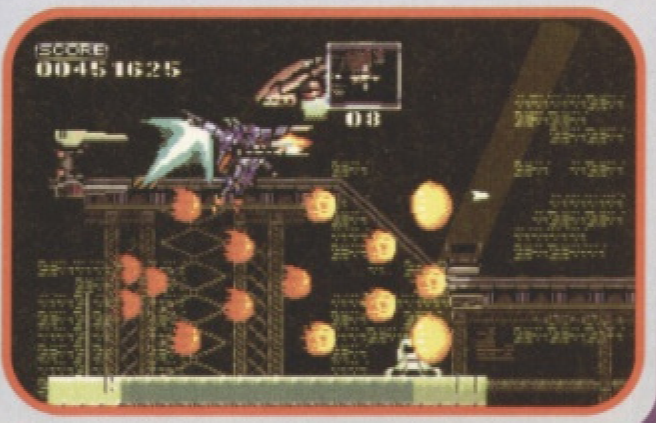
STAGE FOUR

Ranger X arrives at the foot of an enormous skyscraper! Fly up, destroying the enemy, until you reach the very top of the building. Only then can you progress to the boss stage — a vast cityscape with a massive generator to destroy! Hurrah!



STAGE FIVE

By now, Ranger X's presence has been passed on to the authorities, who bring out the most devastating hardware with which to do him in! This city is a potential deathtrap, covered by laser-spewing meanies and robots that stay behind you and fire no matter how fast you turn around! Aieeee!



PRESENTATION 92

▲ A choice of play levels, and spookily atmospheric intro sequences.
▼ A two-player alternate option would have been nice.

GRAPHICS 94

▲ Excellent sprites and animation. Clever, imaginative choice of level backgrounds and layouts. Very smart to look at.
▼ Some of the vector perspectives appear a little wonky.

SOUND 83

▲ Excellent effects of destruction and computery beeps.
▼ The in-game music is perhaps the only patchy element of the game. Pretty dull.

PLAYABILITY 92

▲ Utterly brilliant gameplay, created by the wonderful handling of the craft, and the imaginative tasks set. Hook or what!

LASTABILITY 91

▲ Nicely set difficulty level, and some of the stages are time-consuming, but absorbing. You'll play to the finish.
▼ You can waltz through some levels once tactics have been established.

OVERALL 92

What a groovy game. Ranger X is impervious to just about every criticism, so getting it would be jolly sensible. A totally amazing blaster!





PRICE	IMPORT
BY	ABSOLUTE ENTERTAINMENT
RELEASE	OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: ACE
GAME DIFFICULTY: MODERATE

1ST DAY SCORE

1st round of the tournament won.

ORIGIN

As original a concept as you can have with tennis. Designed to be the most realistic game in its field.

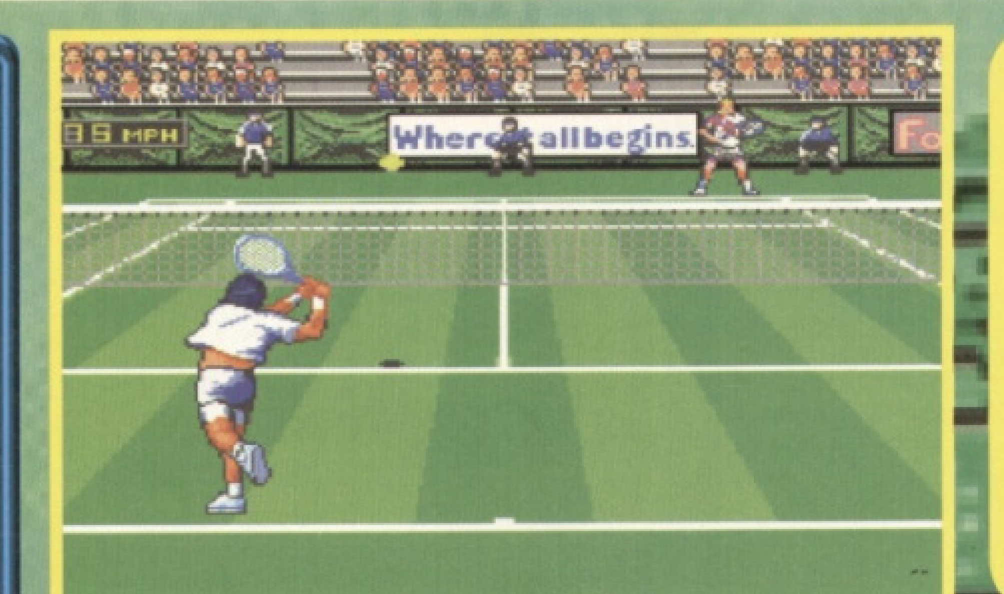
HOW TO CONTROL

The buttons merely select your shot, the skill comes in using the D-pad to control the direction of the shot.

- **A** Lobs the ball high over the net.
- **B** Hard topspin, your fastest shot
- **C** Soft slices the ball just over the net.
- **S** Starts and pauses the game.

HOW TO PLAY

Out-point a series of tough opponents to be declared the tennis champion of the world.



▲*Oh no, I can't win, I'm allergic to coffee and minor royalty make me sneeze!*

With Wimbledon once more on the horizon, unfit people everywhere will soon be riding the accompanying wave of enthusiasm and taking to tennis courts everywhere. This invariably leads to thousands of cases of tennis elbow and sprains of just about every bodily joint. Thanks to Amazing Tennis, designed to be the most realistic tennis game this side of Palm Springs, you can now spare your GP from your whining and play the sport without having to fork out for a Nike T-shirt.

DAVID WHO?

Amazing Tennis is the concept of American programming supremo David Crane. Over the past 15 (count 'em) years he's been responsible for such hits as Pitfall, which is an age-old Atari VCS game that sold millions, and the bizarre computerised pet simulation, Little Computer People, where you had to look after one of the aforementioned people by feeding them, and supplying them the odd album. His next game after this is a licence of the Robin



SHOOTING OFF

There are three basic shots, plus a smash which comes into play if the other player lobs the ball while you're on the baseline. Applying the D-Pad at the same time as the racket connects lets you hit the ball left, right, short or long, depending on the direction you press. The angle the ball deflects by depends on when you press and the position your in. This gives loads of potential shots but demands loads of practice if you're to hit the ball where you want it.



▲*Oh look, some stats!*



▲*Oh wow, more stats!*



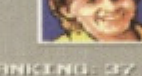
▲*For all good statoholics!*



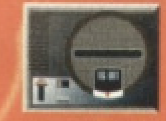
▲*Who's a pretty boy then?*

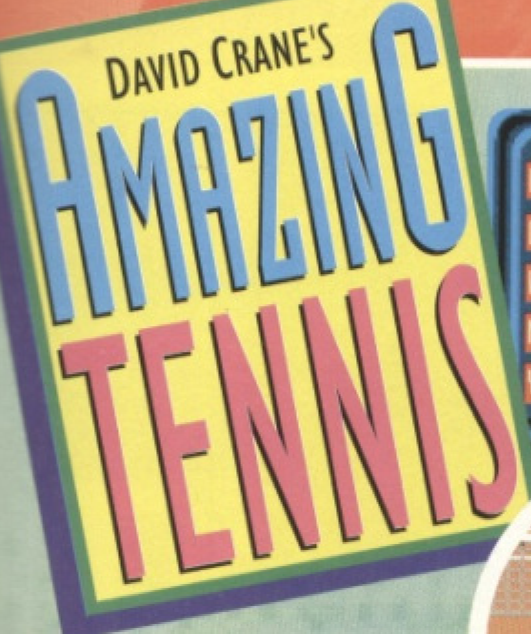


▲*Lionel Richie, surely?!?*



▲*A balding git, surely?*





LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

COMMENT

MARK

In my previous sad encounters with this sport, I had the total skill level of a mandrill's butt. Consequently I faked many injuries to excuse my pathetic inability to get the ball over the net. This is where a game such as this holds plenty of appeal for me. Firstly it's very realistic, allowing you to concoct all sorts of devious shots from the basic three. The graphics are another boon, the large characters and smoothly moving court form the core of the game. My only criticism is that it's a trifle hard serving and returning the ball when you're at the top of the court. Apart from that this is the best tennis game yet on the Megadrive.

COMMENT

ANDY

If this game was being reviewed on the Super NES, this comment would read differently — the Super NES has several rather good Tennis sims already — a version of this being one of them. However, the Megadrive is not similarly blessed. With the likes of the mediocre Grandslam Tennis and the tragic André Agassi effort as competition, this game stands out, head and shoulders, as the best Tennis sim yet for the Megadrive, both in terms of gameplay and graphically. The controls are a little awkward at first and play from the far side of the court takes a bit of getting used to but, as I found with the Super NES version, patience and practice soon reward themselves and, before you know it you'll be serving it up with the best of them. So, until a better game comes out, one to rank alongside the SNES' mighty Super Tennis, buy this one with all due speed.



COURT IN THE ACT

Depending on what type of game you play, there are three different courts from which to choose. These affect the height of the ball's bounce and the speed it leaves the ground at.

HARD COURT: The ball bounces at a normal rate and speed, this is the best court on which to start.

GRASS: On this surface the ball bounces lower and faster. This means you need to get your returns in early. This can be used to your advantage, by playing a base-line game to catch out your unwary foe.

CLAY: While the ball bounces slower, it's also a lot higher. This gives you, and your opponent, much more time to hit the ball, so you can muster up almost any shot you want.

PRESENTATION 73

▲Plenty of options and a wide variety of opponents.
▼It could have done with a training mode to help struggling beginners.

GRAPHICS 65

▲Large, well-animated sprites and a decent range of courts.
▼It's hard to see what the player at the top end of the court is doing, owing to the perspective.

SOUND 78

▲The familiar sounds of ball against wire, plus accompanying crowd noises are all good but...
▼...The digitised speech is extremely scratchy.

PLAYABILITY 87

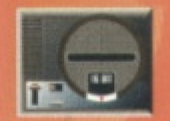
▲Once you get the hang of things you can spend ages developing trick shots.
▼It takes time to learn how to time the shots.

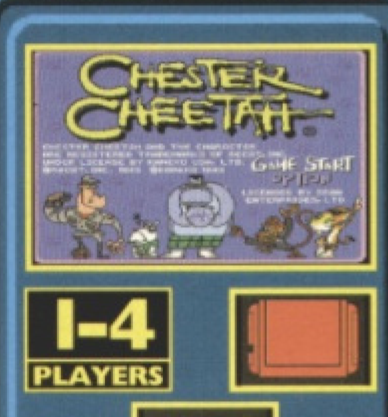
LASTABILITY 90

▲Plenty of taxing opponents and a fun two-player mode.
▼The RPG overtone to the battle scenes isn't as accessible as the usual

OVERALL 89

The best tennis game on the Megadrive. Oozing realism and combining great action with stunning graphics.





1-4 PLAYERS

PRICE	£39.99
BY	KANEKO
RELEASE	NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: 5
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE
1930

ORIGIN

Packets of crispy snacks and any poor platform game you care to mention.

HOW TO CONTROL

Chester swaggers to the left and right in response to those directions on the D-pad. He climbs ropes by pressing UP on the D-pad and crawls along the floor by pressing down and diagonally left or right.

- **A** Has no function.
- **B** Chester sprints.
- **C** Chester jumps.
- **S** Starts and pauses the game.

HOW TO PLAY

Guide Chester through Four Corners Zoo. Negotiate the platforms and recover the pieces of Chester's bike in the process so that he may escape.

CHESTER CHEETAH

Think of criminals and you perhaps imagine people who steal or even kill to earn their title. Such characters deserve their time behind bars! Chester is a new breed of criminal. He doesn't so much rob items from passers-by than steal their attention by his disgraceful apparel — leopard skin, which he can't really help, and an appalling line in sunglasses and white boots, which he can! On top of this he rides about Hip City on a polka-dot motor-bike. Now if this doesn't warrant a criminal record we don't know what does!

All hail Mean Eugine and his Four Corners Zoo! After witnessing Chester's sad antics he takes it upon himself to lock this tragically hip wild-life away and throw away the key. Even better the shrewd Zoo Keeper dismantles the cool cat's offensive mode of transport and scatters the pieces across Four Corners Zoo. Great! Of course Chester has no intentions of having his style cramped, no matter how clueless this style is, and so sets out to recover his cred along with his bike bits. Are there any volunteers who might help him do so?



▲ *Suddenly, and in the most horrific fashion, Chester is afflicted by huge purple absesses to his knees and elbows.*

▲ *Chester explores the origin of his game's gameplay, or lack of it.*

COMMENT



PAUL

Chester Cheetah presents himself as a contender for the most boring game ever written. It's absolutely crying out for at least a handful of the interesting additives found in the snacks from which the character is derived. Certainly the 'E' additive, namely Excitement, is greatly lacking! Chester is a slow and cumbersome character who's awkward response to the control pad turns most players into a wild animal, screaming and scratching at the TV screen in anger. The game might look like fun but I can assure you that this is not the case. A 'Terry the Tortoise' game would probably move along faster than this! Besides which Chester is far too obscure a character to warrant any kind of interest outside the crisps isle in Tesco's or breathing Chester's cheesy-snack breath in someone's face — an experience that is infinitely more pleasant than playing this load of rubbish.

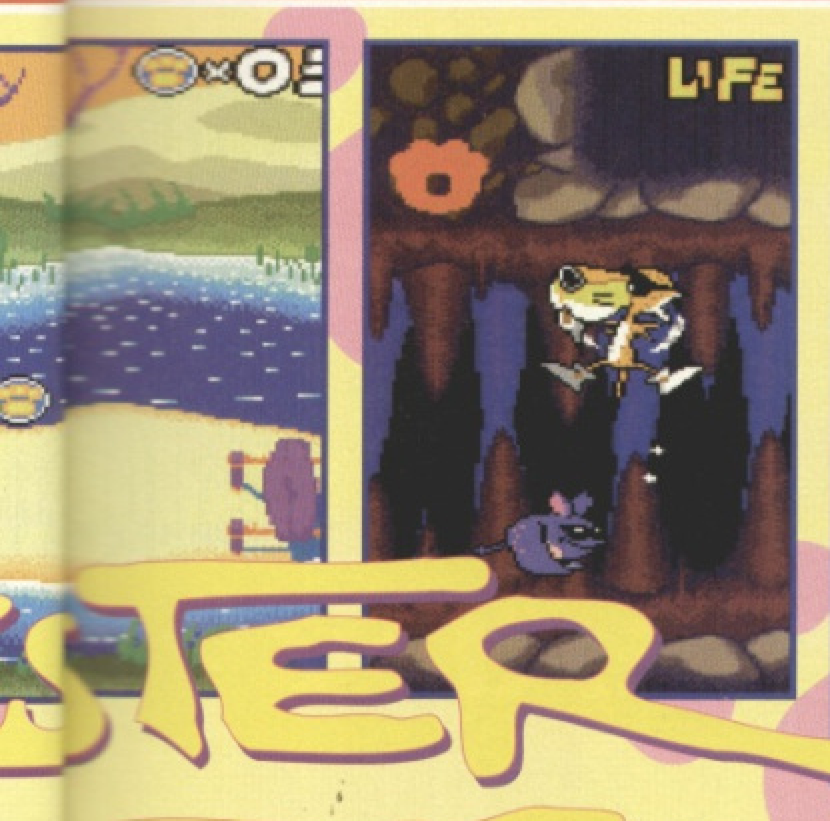
CHEESY MUSIC

Time spent behind bars has prompted Chester to take up a new hobby. Playing his guitar smooths out all these bad vibes whilst Chester creates a few of his own, much to the torture of many furry pairs of ears! Chester's musical skills are so diabolical that his mad twanging of the occasional discarded guitar has dangerous zoo animals vacating the area!



▲ *Chester auditions for the post of bass guitarist in popular beat combo, Bon Jovi.*





CREATURE COMFORT

Until now nobody has considered the state of cheetahs' feet as they charge about at speeds in excess of sixty miles per hour. Chester, however, is at least wise enough to lessen the wear and tear by slipping into a pair of sneakers whenever he feels it necessary to exercise his spindly legs.



▲ *Tee hole.*





COMMENT



GUS

Chester may claim the opposite, but here he finds it all too easy to be cheesy. Selling crisps is one thing (being the mascot of Cheetohs snacks), but starring in a mediocre exploration game is something else. Exploration is the best way to describe the limited gameplay of bumping on the odd sprite and collecting coins. The graphics are the game's best point — well drawn and coloured and fairly well animated. However the gameplay is nowhere near as accomplished, being particularly slow as well as sparse. Instantly forgettable.



▲ *'Uugh! Chester smells of cheese! Chester smells of che-ese! Waah!'*

LONG TERM REPORT	
HOUR	■■■□□
DAY	■■□□□
WEEK	■□□□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■□□□
ACTION	■■□□□
REFLEXES	■■□□□
ORIGINALITY	■□□□□

PRESENTATION

76

▲ The intro sequence is bright and colourful. The whole cart is presented in a freaky comic style.
▼ No really useful options.

GRAPHICS

78

▲ A bold use of colour and the use of large sprites give the game a unique and attractive look.
▼ Unfortunately the whole thing is animated by the Captain Pugwash society of basic animation.

SOUND

76

▲ Clear sound effects.
▼ Clearly awful music.

PLAYABILITY

39

▼ Very slow. Very boring. even the occasional visual gag fails to liven the proceedings.

LASTABILITY

26

▲ One go and Chester's chucked — into the nearest bin. There's nothing here that warrants further play of any description.

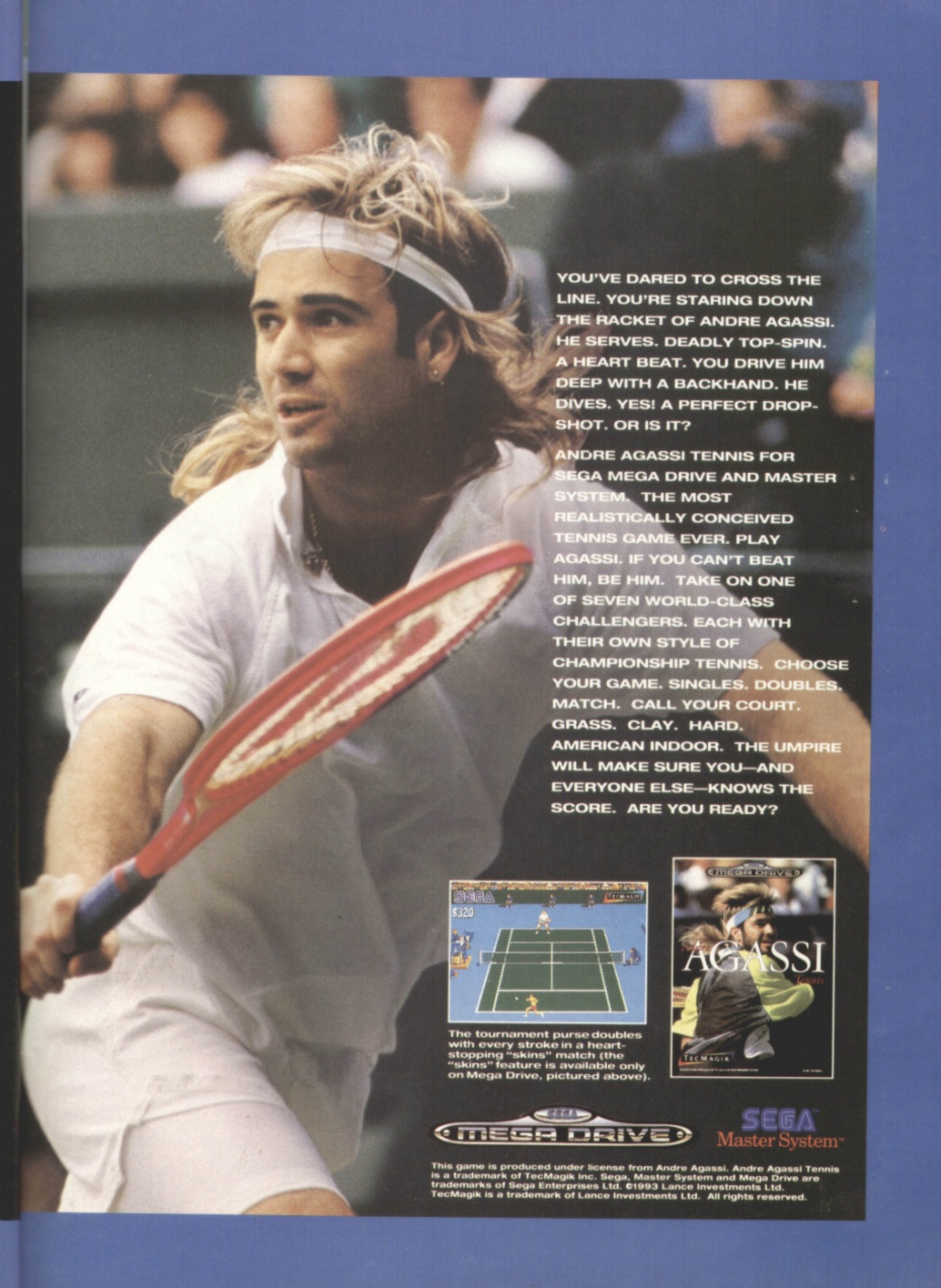
OVERALL

33

A cheesy kind of platform game if ever there was one! Chester Cheetah is slow, tedious and about as much fun as sticking your head down a public latrine.

ARE YOU READY?





YOU'VE DARED TO CROSS THE LINE. YOU'RE STARING DOWN THE RACKET OF ANDRE AGASSI. HE SERVES. DEADLY TOP-SPIN. A HEART BEAT. YOU DRIVE HIM DEEP WITH A BACKHAND. HE DIVES. YES! A PERFECT DROP-SHOT. OR IS IT?
ANDRE AGASSI TENNIS FOR SEGA MEGA DRIVE AND MASTER SYSTEM. THE MOST REALISTICALLY CONCEIVED TENNIS GAME EVER. PLAY AGASSI. IF YOU CAN'T BEAT HIM, BE HIM. TAKE ON ONE OF SEVEN WORLD-CLASS CHALLENGERS. EACH WITH THEIR OWN STYLE OF CHAMPIONSHIP TENNIS. CHOOSE YOUR GAME. SINGLES. DOUBLES. MATCH. CALL YOUR COURT. GRASS. CLAY. HARD. AMERICAN INDOOR. THE UMPIRE WILL MAKE SURE YOU—AND EVERYONE ELSE—KNOWS THE SCORE. ARE YOU READY?
SEGA
TECMAGIK
$320
MEGA DRIVE
AGASSI
Tennis
TECMAGIK
The tournament purse doubles with every stroke in a heart-stopping "skins" match (the "skins" feature is available only on Mega Drive, pictured above).
SEGA
MEGA DRIVE
SEGA
Master System™
This game is produced under license from Andre Agassi. Andre Agassi Tennis is a trademark of TecMagik Inc. Sega, Master System and Mega Drive are trademarks of Sega Enterprises Ltd. ©1993 Lance Investments Ltd. TecMagik is a trademark of Lance Investments Ltd. All rights reserved.





Davros trundled down the ramp on his castor-driven Dalek mobile and waved his spaccy finger menacingly! Looking at Rich and Jaz with his ACME plastic stick-on forehead eyeball he spoke in a quivering, metallic voice, "you will be sent back two years in time to take a look at what MEAN MACHINES was reviewing then, and how it compares with today's software." And with a flash the two were gone...

STEP BACK IN TIME...JUNE 1991

The cover of MEAN MACHINES went to Ultraman: an ultra-cheesy Super NES which is coming to the Megadrive soon! Aieeeee!

Joining MEAN MACHINES on a part-time basis whilst still working for CVG was a certain Rich Leadbetter...

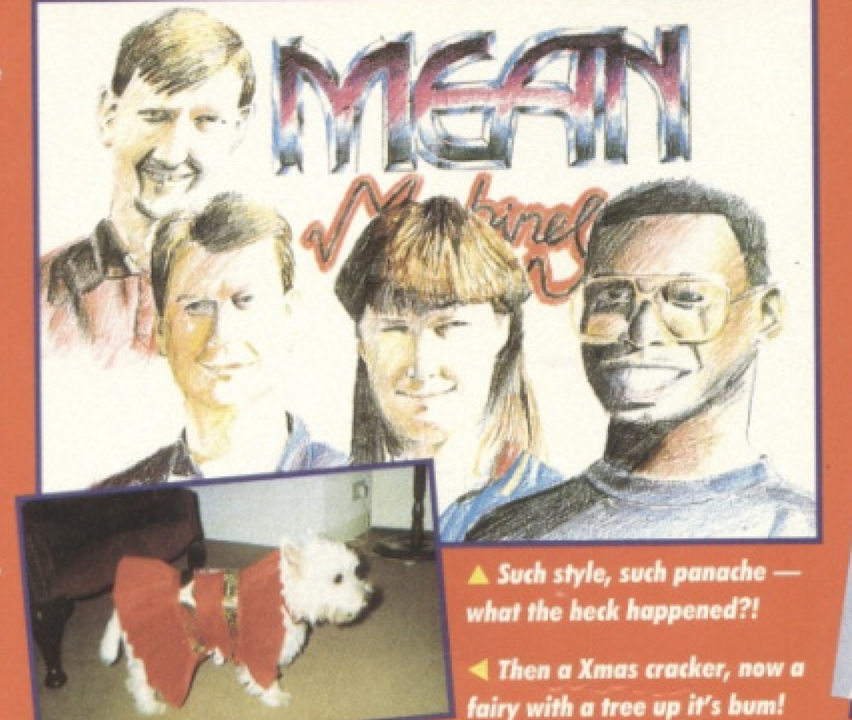
We exclusively unveiled Xenon II on the Master System — one of the best blasters for the machine.

Sega officially launched their hand-held wonder — the Game Gear!

The first Game Gear games released with the machine that month were Super Monaco GP, Columns, G-LOC and Wonderboy!

Bonanza Brothers for the Megadrive was released in Japan, with grey import copies starting to filter into this country.

We exclusively unveiled GG Shinobi for the Game Gear and proclaimed it one of the greatest handheld games ever seen!



▲ Such style, such panache — what the heck happened?!

◄ Then a Xmas cracker, now a fairy with a tree up it's bum!

FORGOTTEN WORLDS

MACHINE: MASTER SYSTEM
BY: SEGA

Traverse the scrolling backdrops and blast the living day-lights out of everything that appears on screen.

WHAT WE SAID THEN

JAZ: Forgotten Worlds is an enjoyable blasting game with plenty of action. However, it has one bad flaw; it's too easy.

MATT: It's not by any means a bad game; it just isn't that good either, and it's a shame that the two-player option has been lost.



WHAT WE SAY NOW

JAZ: It's still enjoyable and it's still too easy. Just a couple of percent off the playability, lastability and overall. It might be mediocre, but there still aren't that many sideways scrolling shooters on the Master System. Doh! So much for progress...

RICH: Forgotten Worlds is still pretty good fun to play, but it's waaay too easy. Take off 10% from the marks and we'd have a more realistic picture.





BY: SEGA
PRICE: £34.99
RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: ONE
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: FAB

1 PLAYERS

PRESENTATION 78%
The still sequences have been kept from the arcade version, adding a lot of atmosphere.

GRAPHICS 89%
The sprites are fine, but it's the backgrounds that make this a treat to look at.

SOUND 62%
The Sega's sound chip tries its hardest but still fails to provide a decent tune.

PLAYABILITY 73%
Very addictive at first because you get further and further with each game.

LASTABILITY 57%
It's too easy to complete, and only novices will find any sort of long-term challenge.

OVERALL 62%
A great looking and highly playable conversion ruined by lack of challenge and lasting appeal.

HARDBALL

MACHINE: MEGADRIVE
BY: BALLISTIX

Ever played a console baseball game? Well, the chances are that it looks and plays much like this one since they're all much the same.

WHAT WE SAID THEN

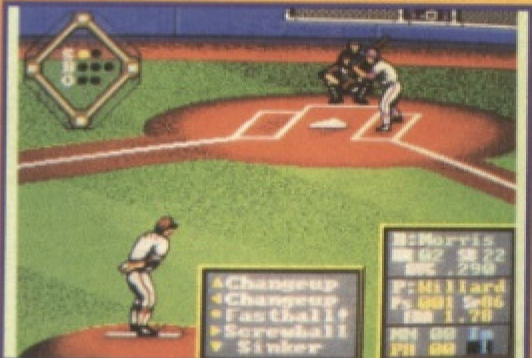
JAZ: Even though it's easily the best Megadrive baseball game available, unlike John Madden Football and PGA Tour Golf, it hasn't quite got that addictive spark which makes it enjoyable to play if you're not particularly interested in the real sport.

MATT: It's easy to get to grips with the game (expect to be thrashed by the computer the first few times) but effort is rewarded with the fun of making the first home run.

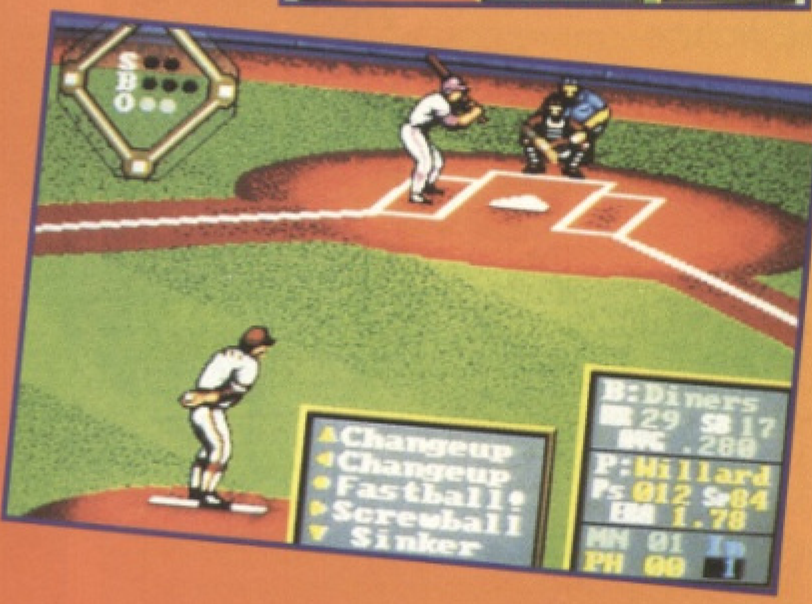
WHAT WE SAY NOW

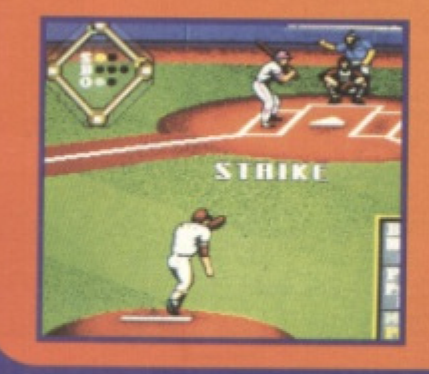
JAZ: Hardball is a reasonable baseball game, but the problem is that baseball itself is a really cacky sport. If you really must have a console baseball game, check out the much superior and frill-packed Hardball III which was released recently. As regards this, all the marks down by 15%.

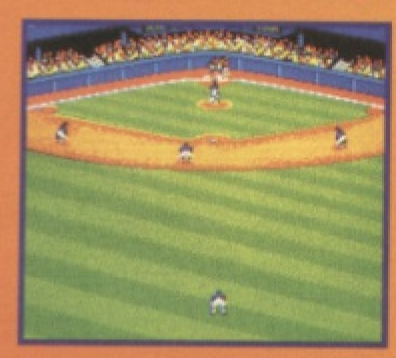
RICH: I don't particularly like baseball games — there's not enough strategy, action or variety in the play to make it worthwhile. I'd rank the game in the high 50s or low 60s. As it is, if you do like baseball, buy the recently released Hardball III.

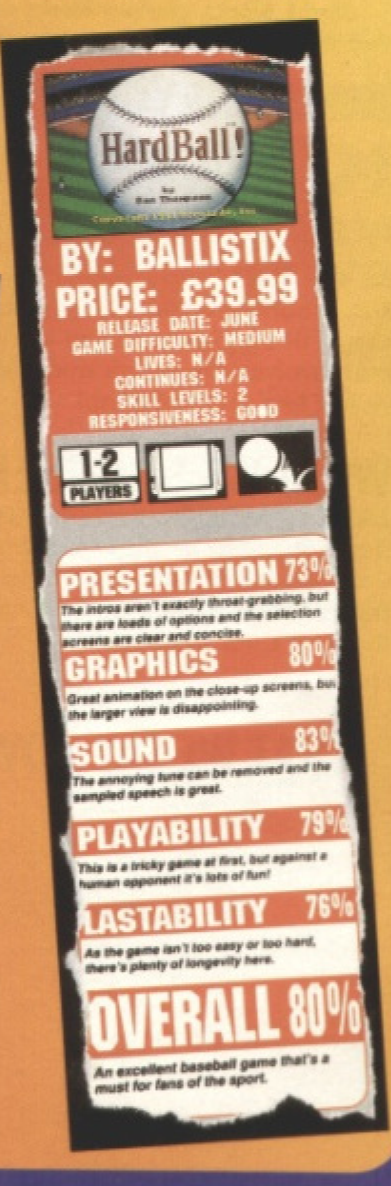


◄ *'Okay, when I say go, you grab his bat and I'll trip him over and poke him in the eye then you writhe in agony, saying that he's bashed you...'*









BLOCKOUT

MACHINE: MEGADRIVE
BY: EA

Guide blocks down into a well and arrange them to cover a five-by-five block area. These blocks then disappear. The game ends when blocks reach the top of the well. A simultaneous two-player mode is available to add to the fun.

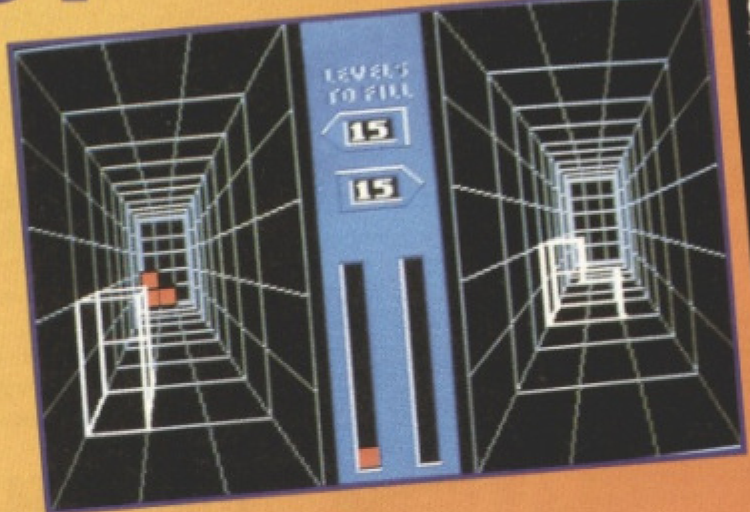
WHAT WE SAID THEN

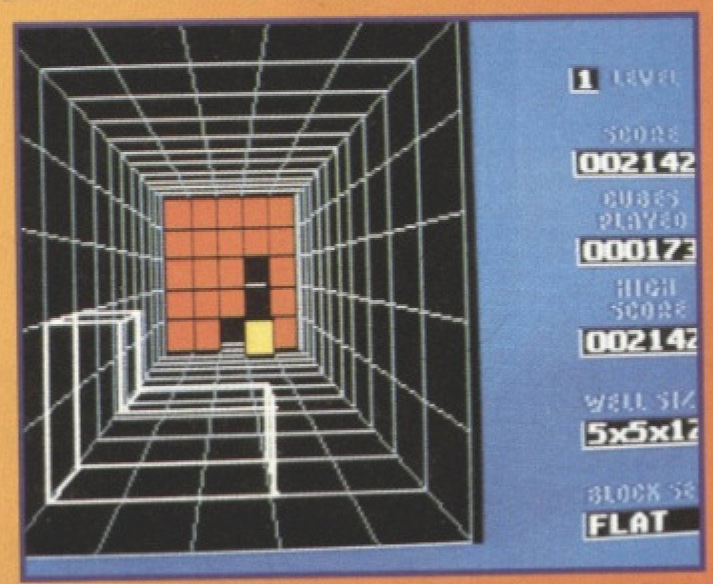
JAZ: Although Blockout looks a bit boring, make sure you check it out when you see it — you'll be surprised as to how good it is.
MATT: Don't be put off by the bland screen-shots, this is a fantastic game which every Megadrive owner should seriously consider buying.

WHAT WE SAY NOW

JAZ: Unusual, addictive and just as brilliant now as it was back then. At its new price of £19.99 it's a steal.
RICH: There's a definite lack of puzzle games on the Megadrive and Blockout more than fits the bill. Keep those ratings as they are and buy it now! Sega have put the price down to £19.99 — making it even more of an essential buy!

Blocks, blocks, glorious blocks — get 'em while they're hot!







BY: EA
PRICE: £34.99
RELEASE DATE: JUNE
GAME DIFFICULTY: TRICKY
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 4
RESPONSIVENESS: FAST

1-2 PLAYERS

PRESENTATION 78%
A variety of different options let you vary the type of game and the level you start on, and there's also a superb two-player option.

GRAPHICS 85%
Clear, smooth and straightforward graphics display the action perfectly.

SOUND 78%
Great title tune and simple, but appropriate in-game effects

PLAYABILITY 93%
It's not an easy job getting the hang of the controls, but once it's done the game's a joy to play.

LASTABILITY 90%
This kind of game is only limited by the player's abilities - you'll never beat it!

OVERALL 91%
A highly addictive one-player arcade puzzle game that also features one of the best two-player Megadrive challenges yet seen!

KING'S BOUNTY

MACHINE: MEGADRIVE
BY: EA

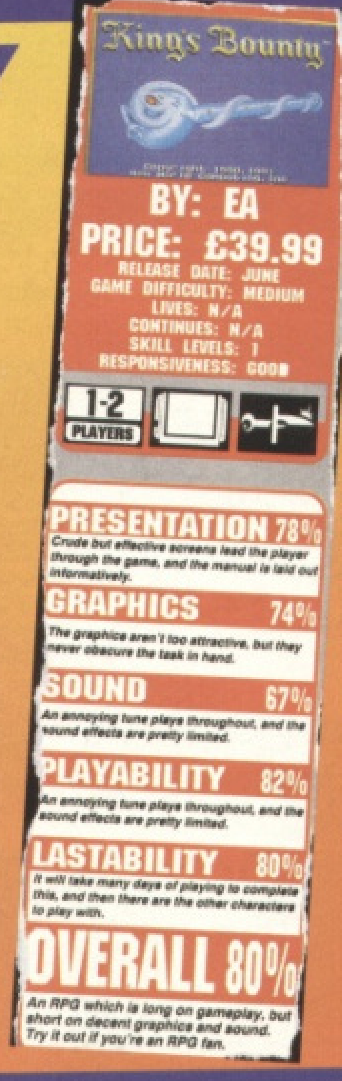
Run around the sparsely populated blocky world that is King's Bounty and indulge in blisteringly exciting combat that involves the player and the enemy attacking in turns — just like the real thing!

WHAT WE SAID THEN

JAZ: Not being particularly interested in RPGs, a game of this sort has to be pretty amazing to get me playing... unfortunately this one failed to grab my enthusiasm.
MATT: I thought this was going to be an average RPG, but in fact it's not at all bad.

WHAT WE SAY NOW

JAZ: This is a right liquid fart of a game. Wet, smelly and highly unpleasant. Matt rated it, and because I'm not really an RPG fan I took his marks in good faith. Bah! Personally I'd take 25% off all marks 'cos this looks really rubbish when compared with today's modern delights like Landstalker and Phantasy Star III.
RICH: I quite like a good RPG, but I think that Matt was way too enthusiastic for this at the time. Today, compared to the likes of Landstalker and Shining Force, it's a steaming cow pat of a game and doesn't warrant purchase. Take those marks down to the early 50s.



BY: EA
PRICE: £39.99
RELEASE DATE: JUNE
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1-2 PLAYERS

PRESENTATION 78%
Crude but effective screens lead the player through the game, and the manual is laid out informatively.

GRAPHICS 74%
The graphics aren't too attractive, but they never obscure the task in hand.

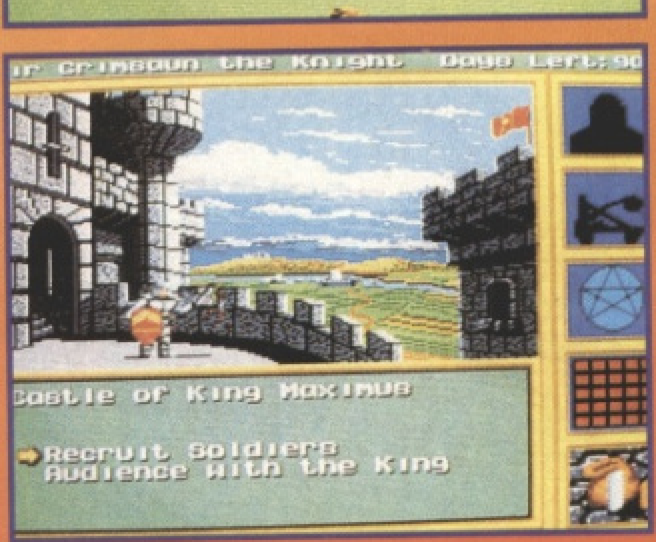
SOUND 67%
An annoying tune plays throughout, and the sound effects are pretty limited.

PLAYABILITY 82%
An annoying tune plays throughout, and the sound effects are pretty limited.

LASTABILITY 80%
It will take many days of playing to complete this, and then there are the other characters to play with.

OVERALL 80%
An RPG which is long on gameplay, but short on decent graphics and sound. Try it out if you're an RPG fan.





WRESTLE WAR

MACHINE: MEGADRIVE
BY: SEGA

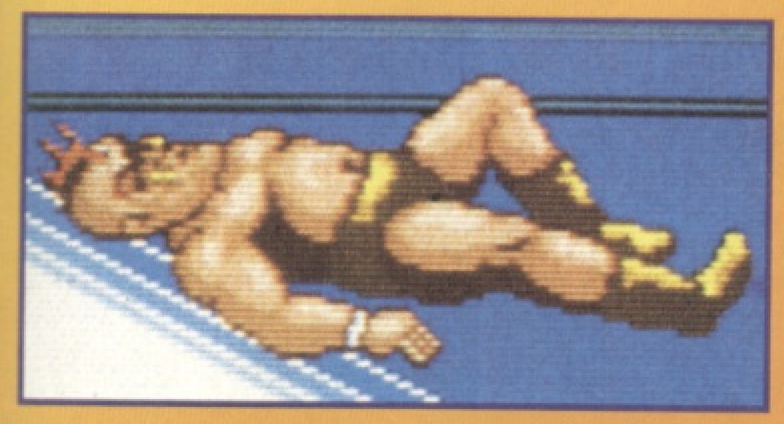
Enter the ring and do combat with sad men including 'The Mohawk Kid', 'Sledge Hammer' and 'Nimrod Falcon'. To quote Shakespeare: "Yoinks!"

WHAT WE SAID THEN

MATT: The challenge is easy enough at first, but soon gets tricky.
PAUL: There is quite a bit of skill involved in the gameplay and though the control system will either break your wrist of your joypad, it all adds to the frantic fun.

WHAT WE SAY NOW

JAZ: I didn't review this at the time because I was on holiday, but when I finally got to play it when I returned I couldn't believe how easy it was. It was well overrated! The marks these days should be graphics 82%, sound 79%, playability 75%, lastability 47% and overall 58%.
RICH: I don't know what Matt was talking about to be honest — this game is far too easy! The graphics and gameplay are just as good, but I'd take lastability down to about 50% and reduce the overall mark to about 60%.





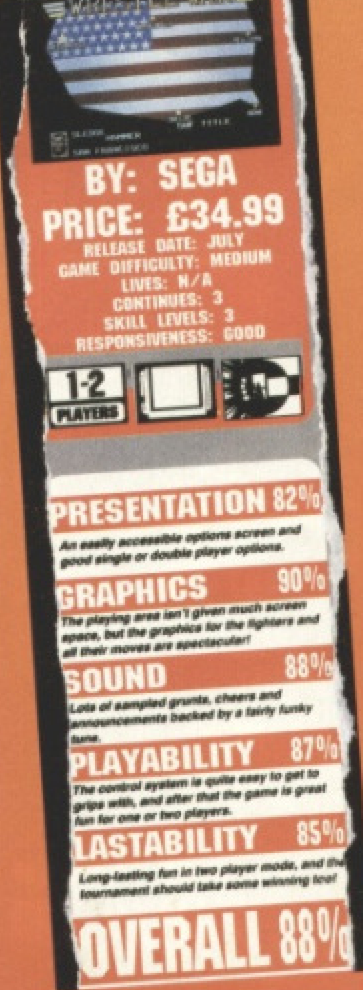
▲ *Eye-popping wrestling antics.*

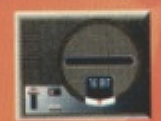














ROCKET KNIGHT ADVENTURES

For most beings, the question 'are you a man or a mouse?' in the face of adversity would sting their masculine pride into bulging out the biceps a few more millimetres and sticking out the old stiff upper lip as if the suggestion that one is a mouse is an insult. What have people got against mice eh? Especially when you're the epitome of mouse-ish valour like Sparkster, the star of Konami's new Megadrive jaunt — Rocket Knight Adventures.

Far from being a crafty, cringing creature of the cheese-box, Sparkster is the hero of the first order of bravery who harks from another galaxy in the bewitched realm of Elhorn. His mediaeval world is ruled by seven powerful wizards and is caught in the confusing turmoil of a country permanently at war! The planet's inhabitants live by a mysterious force, an energy that provides them with light and runs their incredible Sky Chariots. But as in all the best stories, this force is being plundered and used to fuel the evil ends of a deviously deranged Dark King who is trying to conquer Elhorn with an army of hog-like, cyborg troops! One of the wizards, Komata, is a mite cheesed off with the whole affairs so he's trained up some soldiers to tip top condition and dubbed them the 'Rocket Knights'.

Sparkster is the last of said good Knights and eager to avenge his father who died horribly at the hands of the Dark King's warriors, he's quite willing to get stuck in!

Lucy and Rich were privileged enough to get an early look at this scorching little platformer and, by Jove, it's looking seriously hot stuff graphically and gameplay-wise so far. Feast your eyes on these screenshots for a first taste of the excellence but make sure you tune in soon for the full works.



You bent my sword! Waaaaaa.

Well, two of the walls are okay but one of 'em's got a bit of damage and I think you've got a problem with your roof...



KNIGHT TURES

▲ Sparkster on the run from the pigs...

▲ Only one left to fix now, mate.

▲ My god. It's horrible - the latest Sonia Eurovision entry!!!

▲ Quick. Everybody jump off. I can see a police car!

1 PLAYERS	RELEASE	TBA
	BY	KONAMI
	PRICE	TBA

PERCENT COMPLETE











SILPHEED VR

Experience the Next Generation in Shooting Games.
Feel the Excitement of a Shooting Game which Incorporates 3D Graphics and Surpasses All Other Games to Date.
1993 GAME ARTS



SILP



▲ *Fill 'er up with four-star, darlin'.*



▲ *Mama!*

SCORE 0003600
AREA 10
1993 GAME ARTS

Sega's Mega-CD goes into overdrive during September of this year. Look out for Core Design's amazing Thunderhawk (also previewed in these esteemed pages). Also being released the same month is Sega's Silpheed, already voted (albeit unofficially) Game of the Year at the January CES Show in Las Vegas.

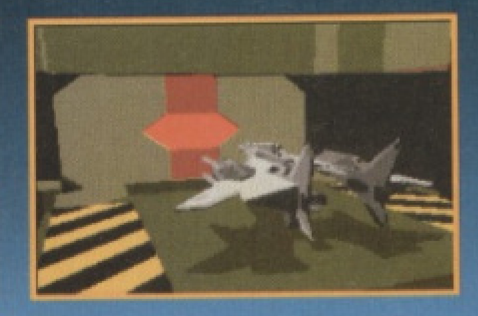
The game is a simple shoot 'em up quite similar in design to the aged coin-op Galaxian. However, the game has been beefed up significantly with extra weapons and smarter legions of enemy sprites just waiting to meet their maker! Also adding to the carnage are a number of super-smart extra weapons that enable you to take out the aliens more effectively.

There are two basic game modes. In space levels, the action takes place amongst enormous space structures. Sometimes, you actually fly *inside* these massive cruisers and take on the aliens inside! The second set of scenarios are the planetary stages, which boast some of the most astounding graphics ever seen! Over 500,000 polygons are plotted, based around fractal formulas that produce stunning mountainscapes. Although the graphics are different, the fundamental blasting action remains as intense as ever.

Sega have been kind enough to give us a preview of the game and the MEAN MACHINES crew came away mightily impressed. The game features polygon graphics that knock the spots off





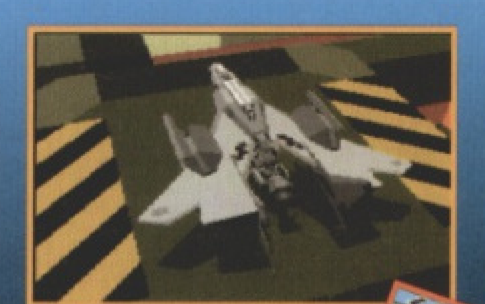










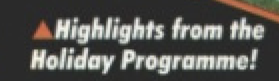






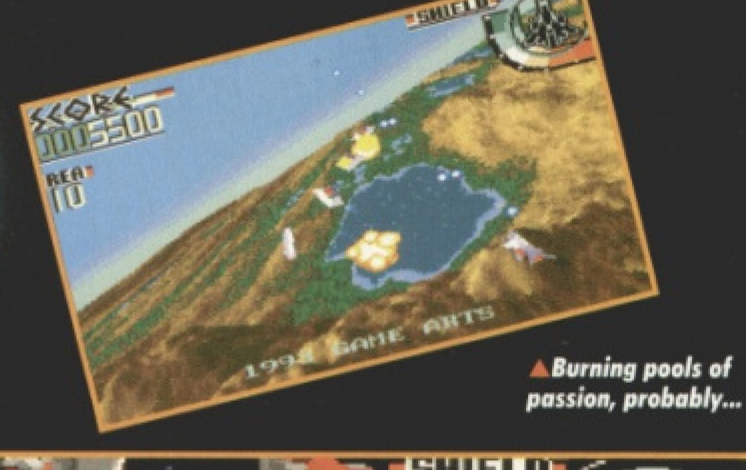
▲Get into the groove and shake your stuff!





▲Highlights from the Holiday Programme!

HEED



▲Burning pools of passion, probably...



PLAYERS	1
RELEASE	SEPTEMBER
BY	MEGA-CD
PRICE	TBA
PERCENT COMPLETE	

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coin-ops like Starblade and Winning Run (although it's not quite in the same league as Galaxian III). It's truly an amazing visual experience as massive star destroyers fly by and legions of enemy fighters swarm on ready for their photon-related doom! Silpheed looks like being an essential purchase for all Mega-CD gamers — check out a future issue of MEAN MACHINES for the definitive review!



▲ Shooting off in space for fun and profit...











POPUL

Populous was one of the first strategy games for the Megadrive, and three years on it is still one of the best. Not everyone's cup of tea, Bullfrog's revolutionary gamestyle created a whole new genre — the god game. Now, in 1993, Bullfrog are again responsible for the tweaked sequel Populous II.

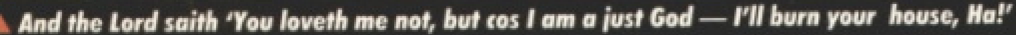
Players of the original game should instantly notice the similarity in presentation. An isometric close-up map combines with a larger scale overview of the landscape. Once again, your deity has a manna bar, and other options detailing how to populate the land. In many ways the gameplays the same, with the basic action of levelling land and unleashing disasters prevailing.

However, Populous II has been improved in just about every department. Instead of six calamities to visit on the enemy, there are about twenty. All are much more satisfying (and sadistic!) than before. From the awesome pillars of fire, to devastating tidal waves that sweep across entire oceans; soon all ideas of benevolence go out the window. Oh yes, there's gorgons and giants running around chomping on people too.

The graphics are much improved, maintaining the mythological/holidays in Tuscany look all the way through. But despite the prim visuals, it's the strategians amongst Megadrive owners who will be most interested in the full lowdown of this latest pretender. And just for them, MEAN MACHINES SEGA will have an assuredly exhaustive review in the very next issue... if you're lucky!





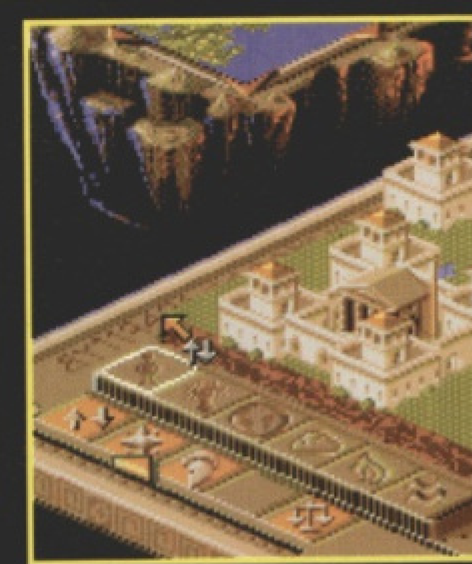


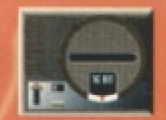
▲ *And the Lord saith 'You loveth me not, but cos I am a just God — I'll burn your house, Ha!'*





▲ *Mummy and Daddy take us to the villa in Tuscany in Summer. Nothing fancy, no servants or anything.*





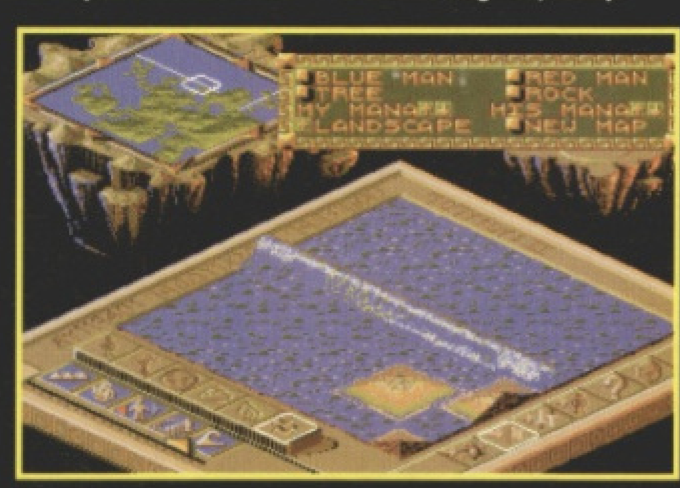


▲ *Rampaging giants of doom pop in for a cuppa and some devastation.*



▲ *Your people create an idyllic seaside retreat — a bit like Brighton, really.*

LOUS II



▲ *Raise those defences, as a tidal wave tears across the seas.*





▲ *Goodies' convention on the sandy strips of yore.*



▲ *Customise your God on the allocation screen. ie, make him particularly adept at killing things.*





▲ *Exclusive pictures of the 'House burned down while playing Sonic' story. MPs say 'Ban these evil games'.*

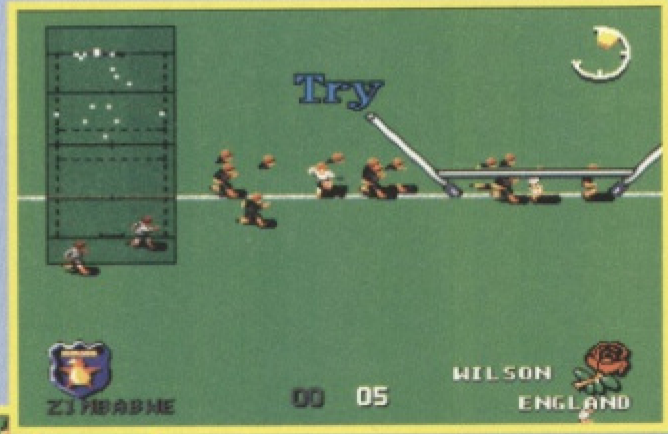


INTERNATIONAL RUGBY

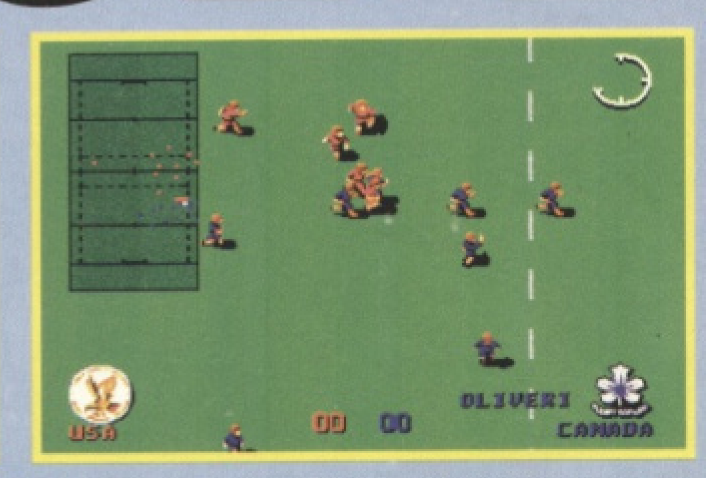
Welcome to the land of gratuitous violence, bulging thighs and odd-shaped balls brought to your Megadrive from Domark in the shape of International Rugby. Combine your canny management skills with your ruthless play techniques as you firstly pick the best men for your team after studying endless stats then control them through a series of gruelling matches into the lap of success. Practise in friendly matches against one of 16 top teams or in a tour of your choice before striving for victory in the Five Nations, Triple Crown or ultimately, the World Cup.

Having had a quick butchers at said product, we can report that most of the features of this mucky sport have been included such as try-scoring, conversions, line-outs and the less savoury aspects such as kicking, shirt-pulling, shoving and barging!

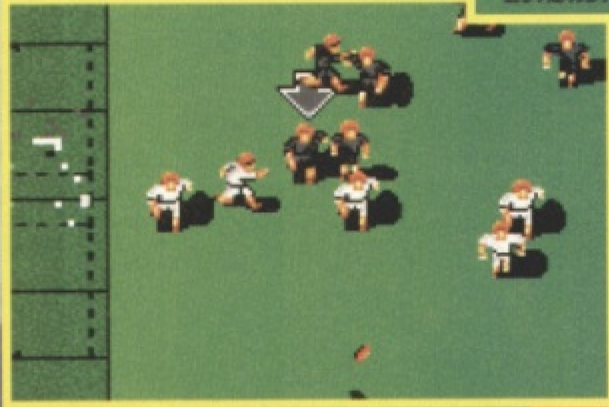
As to whether or not it's worth a try or indeed a buy, you'll have to tune in next month when we bring you the full review.



▲ Try, try you fools! Try like the wind etc...



▲ All entries to spot-the-ball should be addressed to...Yawn. Great screenshot though, eh readers?

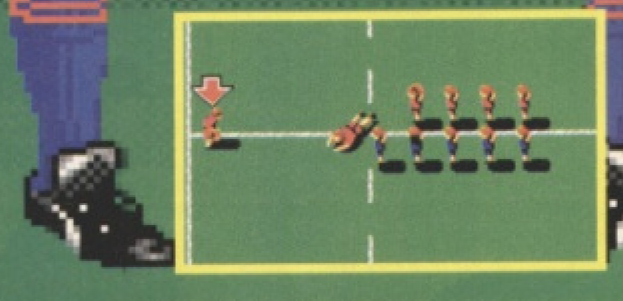


▲ The plucky prop-forward is marked by a large grey arrow. Youinks!











GET YOUR HEAD INTO... KRUSTY'S SUPER FUN HOUSE

(BEN THE BOFFIN HAS!)

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SEGA Game Gear

SUPER NINTENDO

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Nintendo

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Krusty the Clown's in a spot of bother. His Super Fun House has been overrun by rascally rats and it's your job to help him make the pesky varmints vanish.

"This game is a winner - 87%" - CVG

But before you can say 'rats' to the rampaging rodents, you've got to collect bricks, blocks and blowers plus a whole host of other devious devices that will help get the rats to the coolest traps you've ever seen.

"Well weird ... and addictive too - 80%" - Total

Along the way you'll find plenty of confusing secret passages and doors as well as Krusty's sworn enemies – the Pink Flying Pigs, Venom Vipers, Laser Aliens and Giant Goofy Birds. But don't worry, your ready supply of custard pies will soon sort them out.

"A truly essential purchase - 90%" - Mean Machines

So if you think you're ready to get your head into Krusty's Super Fun House – get rat trapping now!

Ben the Boffin can be seen on Channel 4's The Big Breakfast on Thursdays.

Coming soon from Acclaim – more of your favourite Simpsons characters in Bart vs The World, Itchy and Scratchy, Bartman meets Radioactive Man and Bart's Nightmare.





WARPSPEED



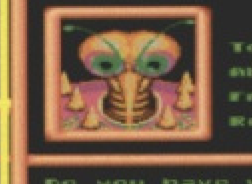
▲Oh lookee here! A purple, pink and yellow black hole with a slightly rippled underside!

In the good old days, the only black hole the average humanoid was likely to encounter was one they fell down following a heavy night out on the pop when a careless council worker left the lid off a man-hole-cover. But times have changed.

A group of hostile aliens has invaded Earth and opened up long-closed black holes leading to a host of sinister galaxies. The world is fighting a force it does not understand. The result is WarpSpeed on the Megadrive, courtesy of Accolade.

You're the chief pilot of a fleet of advanced starfighters and your mission is to zap through a series of black holes, wasting the aliens through seven battles and a four-scenario campaign mode. There are 16 different spacecraft to conquer as you scrabble your way up the ranks to earn your right to fly the most powerful starfighters around.

Well it all sounds impressive enough but is it any good? We've certainly formed our opinion on the matter but you lot will have to tune in next month for the full review in MEAN MACHINES SEGA.



▲"Did the earth move for you honey-bunch?" "Oh yes cutie-pie, nobody rockets off the way you do."



▲Blinkin' flip! Five million miles off course to find a toilet and the damn thing's out of order!

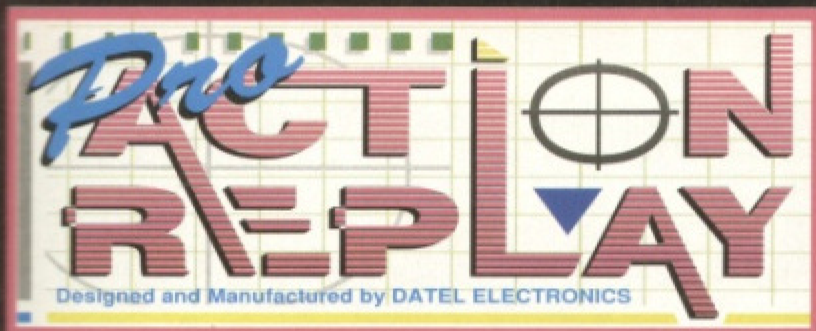


▼This is Major Tom to Ground Control some nasty men are picking on me and I WANT MY MOMMY!

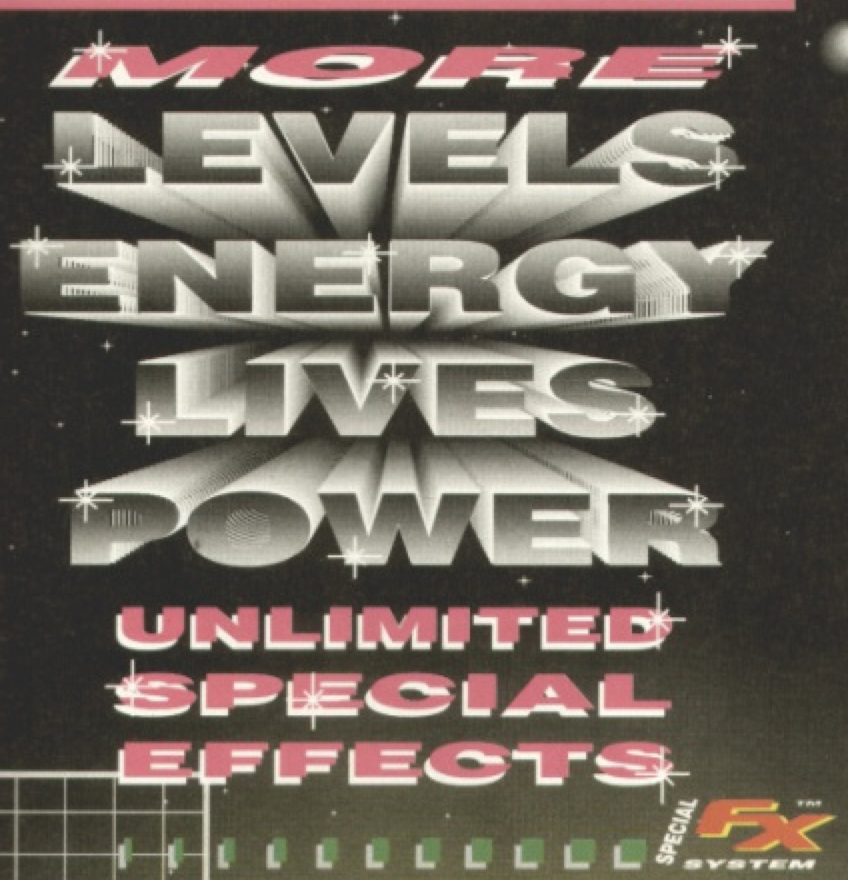


▲Take that you booger — that'll teach you to swipe my Twinkie bars!





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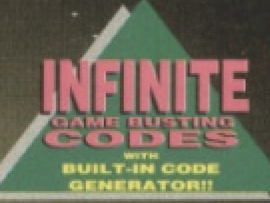
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S.America : Mission 2
Obj : Destroy Ground units

▲ S'cuse I. Got a smoke? Che

THUNDER

▲ Hey boys! Look at the size of my chopper! Bet you wish you had one like it!



? Cheers!

HAWK

▲ SANTA DISASTER! EXCLUSIVE!

▲ Kerrummpf! Sploosh! Scriffle! Slop! Yesterday.

Mega-CD owners are doubtless feeling proud of their monster toy at the moment, what with Final Fight and Night Trap doing them proud. Neither of these titles, however, hint at the machine's full potential. Core design have decided that it's about time somebody did the Mega-CD justice by designing an incredibly convincing Helicopter combat/flight simulator for it. Entitled 'Thunderhawk', the game is the first game that fully utilises the Mega-CD's rotation and texture mapping capabilities. The results are simply jaw-dropping! What's more the game features hardware-scaling and sprite rotation on all of the enemy vehicles, adding to the realism. One of the game's designers informed us that each tank, truck, helicopter, missile silo — you name it — is viewable from a full 360 degrees! This is something that requires an incredible amount of memory space, but then that's something that the Mega-CD is good at making, isn't it. Another feature unique to Thunderhawk is that the Mode 7 type backgrounds bank with the aircraft — something that the Super NES is incapable of.

Thunderhawk is, perhaps, best described as a three dimensional Desert Strike. The player has a choice of ten missions, each with its own list of directives. For example mission five's main task is to recapture a town in Central America. However there are a further five objectives that are taken into account beforehand. There's a neat looking bridge gagging for destruction and a squadron of long-range bombers need taking care of too. As you might imagine things become very involved in a short space of time. Even when the player has a good idea of the general battle plan there's the small problem of putting it all into practice.

The Thunderhawk is commonly flown using the D-pad as the joystick — pushing forward to advance, back to retreat and pushing left and right to bank in those directions. Alternatively the D-pad raises or lowers the Thunderhawk's altitude and allows it to spin through 360 degrees from a hovering position. The C button toggles between the two. It all works very well indeed if the early version of the game is anything to go by.

Incredibly the Thunderhawk is free to roam almost where ever it pleases, preying on the enemy artillery and engaging in dog-fights with hostile aircraft. This is a further demonstration of the Mega-CD's processing power — the play area is massive! Confident pilots have an extensive amount of time to inflict as much misery on the enemy as they want, with only the Thunderhawk's ammo supply posing as a limitation. Not so cocky players need only ensure that the helicopter is constantly headed toward the next prime target to satisfy HQ and make a success of the current mission. On the harder difficulty settings pilots are constantly required to use the Thunderhawk's altitude for stealth purposes — flying at low levels evading radar detection but chancing the rather solid scenery is especially exhilarating. Confound these problems with snowy conditions, night missions and trail following and would be ace pilots have certainly got their work cut out for them!

While all this is going on the CD soundtrack backs the action with an impressive bombardment of screaming guitar music. Core's in-house musician, Martin, has done much to inject yet more power into the game with some superb soundtracks. Lucy and Paul had the opportunity of hearing some of the music through the lad's swanky sound system and were totally impressed! Additionally Mega-CD owners should look forward to many a sampled explosion and thundering of weaponry and take to some speaker reinforcement in preparation for Thunderhawk. There's some heavy duty noise going down here we can tell you!

Thunderhawk is due for exhibition in America as the next flagship game for the Mega-CD. It wouldn't surprise us if the situation were repeated over here when the game is released this September. Japan has Konami and Capcom and it would appear that Core are leading the European market for the Megadrive with this and their other titles due for launch next year. The excitement is almost unbearable but, thankfully, we are only one month away from the full EXCLUSIVE review.



OK, so that's the view from the left window. Now, to the right we have...oh!

1 PLAYERS	RELEASE: SEPTEMBER
	BY: CORE DESGNS
	PRICE: £34.99
PERCENT COMPLETE	

A large pile of bile. Yesterday.



THUNDER HAWK

A whirlybird in the air is worth two in a bush.

More on the Santa disaster later.

De-Briefing

0 0
87 % 8200
%
MERITS: 0

A duck's backside, a week last thursday (Springfield Park duck pond).

'Come out Mr Christmas! The game's up!'

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Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

I WANT TO USE THE MEAN MACHINES MEGAMART. HERE'S MY MESSAGE...

£1

£1

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)...

FOR SALE ☐ SWAP ☐ WANTED ☐

PEN PALS ☐ MISCELLANEOUS ☐ MESSAGES ☐

FILL IN THE TOP BOX FOR £1 (20 WORDS), OR FOR A LARGER MESSAGE, FILL IN BOTH BOXES FOR ONLY £2 (40 WORDS).

PLEASE NOTE: ONLY ONE WORD PER BOX, PHONE NUMBERS COUNT AS ONE WORD.

THEN FILL IN YOUR MESSAGE, USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

NAME ______________________

ADDRESS ______________________

____

POSTCODE ______________________

TEL NO: ______________________

MEGA SHOP GUIDE

TO ADVERTISE IN THE MEGA SHOP GUIDE CONTACT: MARIE LAWLOR ON 071-972 6700

This section shows you which shops are near you. All you have to do is look for your local area heading, and the details of the shops are below.

BERKSHIRE





HAMPSHIRE

BIRMINGHAM



LANCASHIRE



MEGA SHOP GUIDE

LONDON, N1

SURREY

LONDON, N17

SURREY

LONDON, SW1

YORKSHIRE

ADVERTISERS INDEX

NEXT MONTH



— NOT FOR THE FAINT-HEARTED!

Do you want flawless skin, the body of Adonis, the face to launch a thousand ships and riches beyond your wildest dreams? You do? Then buy the August issue of MEAN MACHINES SEGA, it will gain you absolutely none of the above virtues, what the hell do you think we are miracle workers? On the other 'and, by 'eck lad, it's a damn good read, packed with meaty goodness and wow is it a whopper of an issue. We are talking absolutely *stuffed* with the biggest (and we mean BIG), bestest and most exclusive Sega stuff you can possibly get. The secret to our success, the formula which our sad so-called competitors would give their extremities to discover, is simple; we're utterly skill. When we say we're going to give you the best read you've ever had with the August issue you know we're not pulling any part of your anatomy. Try it, you might like it!

OUT ON JUNE 30!

